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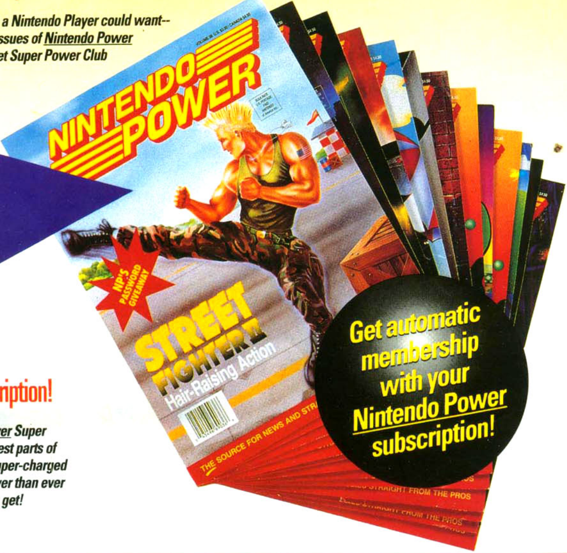
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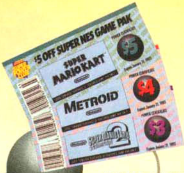
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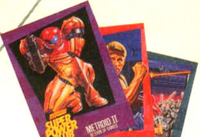
Coming in January, this members-only issue is a year-end look at Nintendo's best, and it's packed with exclusive stuff that won't be available in stores. It's the best of the best, plus a look at what's next from the world of Nintendo.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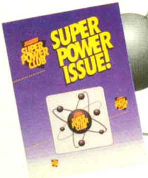
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WHERE THE PROS PLAY!

Super Slammin' Sports Action. The Super NES Sports library is growing by leaps and bounds and is pulling away from the pack! High-five end zone celebrations, long ball home runs and backboard crushin' slam dunks are all just part of the game. You'll find everything from football to bowling to Formula 1 racing to golf. If you're up to the challenge...the Super NES is the place for Super Sports!

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Super Slap Shot
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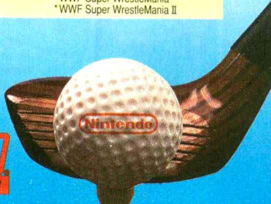

SUPER NINTENDO
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NINTENDO POWER

MARCH 1993 VOLUME 46

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YEAH - LET'S GO!!

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NO NEWS ON STREET FIGHTER II

Hi. My name is David Arnold and I confess that I'm addicted to Street Fighter II. I used to play it for hours on end in the arcades, but now that it's available for the Super NES, what reason is there to go out? It's simply the best game ever. By the way, thanks for printing the secret code that lets you be the same character you're fighting against. Now to my question. I'd like to know (I'm dying to know) if there is a code that lets you play as one of the four end bosses. Is there one?

David A. Arnold
Nashville, TN

As far as we know, David, the answer is: "No. There's no such code." If there **is** *such a thing, Capcom has it securely under wraps and they're not talking.*

NOW, ABOUT THOSE CARDS

I have some questions about the trading cards that Nintendo Power has been putting in the back of the magazine. How come you don't print a list of winners? How many cards am I going to need to get a full set? I'm not sure what their value is to a collector, but I like them a lot!

Jamie Alvarez
Livonia, MI

If you send a legal size, self-addressed, stamped envelope to the address printed on the back of the Trading Card page after the contest ends for the month that you're curious about, we'll send you a list of winners. We're planning on printing 72 Power Challenge Trading Cards in the first set. That's the number you'll need to collect for a full set. Good luck!

CALLING ALL COUNSELORS!

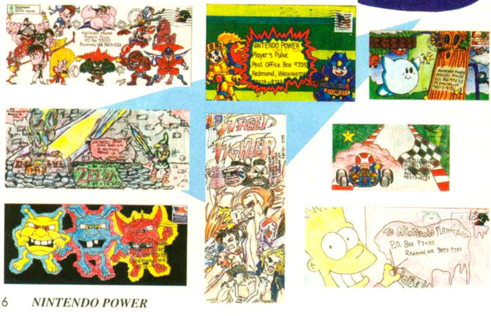
I want to be a Game Counselor for Nintendo. How can I become one?

Dan McGill
Boise, ID

Our Game Counselors must have excellent game play skills, be able to explain complex game play strategies and be at least sixteen years of age. They must live in the greater Seattle area. (It's a long commute if you don't!) Check the Seattle newspapers for job openings.

ENVELOPE ART SHOWCASE

Wow! This is some really great art!



Is there something on your mind? Got a question about Nintendo or Nintendo Power? Need an answer? Drop us a line. Write to the Player's Pulse!

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#54
GAUNTLET II

#24
ADVENTURE ISLAND

#13
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SPACE SHUTTLE LAUNCH & SPACE CAMP

CONTEST WINNER

The central Florida coast in mid-summer may not be everyone's idea of a dream vacation, but for Alex Guasco, winner of the Space Shuttle Player's Poll Contest, it was a real blast. Alex and his mom, Hilda, flew in from Houston to watch the 25th shuttle mission live from a restricted viewing area. The blast wasn't the only show in town, though. Alex also checked out the Kennedy Space Center, the Astronaut Hall of Fame and waverunning on the Banana River with his buddy, Travis Horton, who came down from Fort Lauderdale. In September, Alex embarked on the second part of his prize: a week at Space Camp in Huntsville, Alabama, where he learned the ins and outs of operating the shuttle with a team of other space campers.

The weather was perfect for the shuttle launch. Travis and Alex thought it was great for Waverunner riding, too!

We didn't have the long-range lens for this shot, so it might be a bit difficult to make out, but that IS Atlantis blasting off from the launch pad. Even at this distance, the rumble that a shuttle launch creates is tremendous.

• •

Video & Arcade Top 10

has successfully cornered the Canadian youth market with a magazine format TV show. Video game fans can tune in to YTV on Fridays at 6:30 p.m. and Sundays at 7:00 p.m. "Our viewers can tune in every week to find out the latest developments and trends in video games, technology, music and movies. The theme of Video & Arcade Top 10 is *play the game*," says show producer Mimi Shea. The showcase of each episode features head-to-head video game competition between four players.

VIDEO & ARCADE Top 10

Gordon Michael Woolvert and Liza Fromer are two of the show's hosts.

On the set of Video & Arcade Top 10.

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Stumped by a game? Call our Game Counselors for help between 4 a.m. and midnight Pacific Time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whomever pays the bill.

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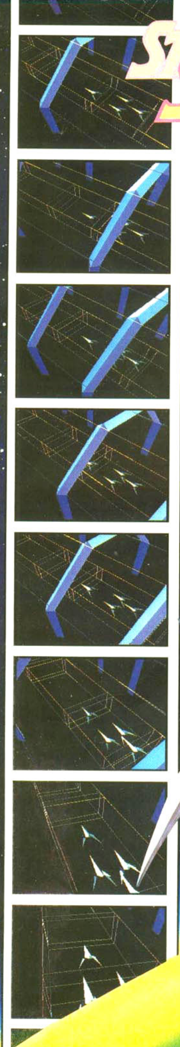

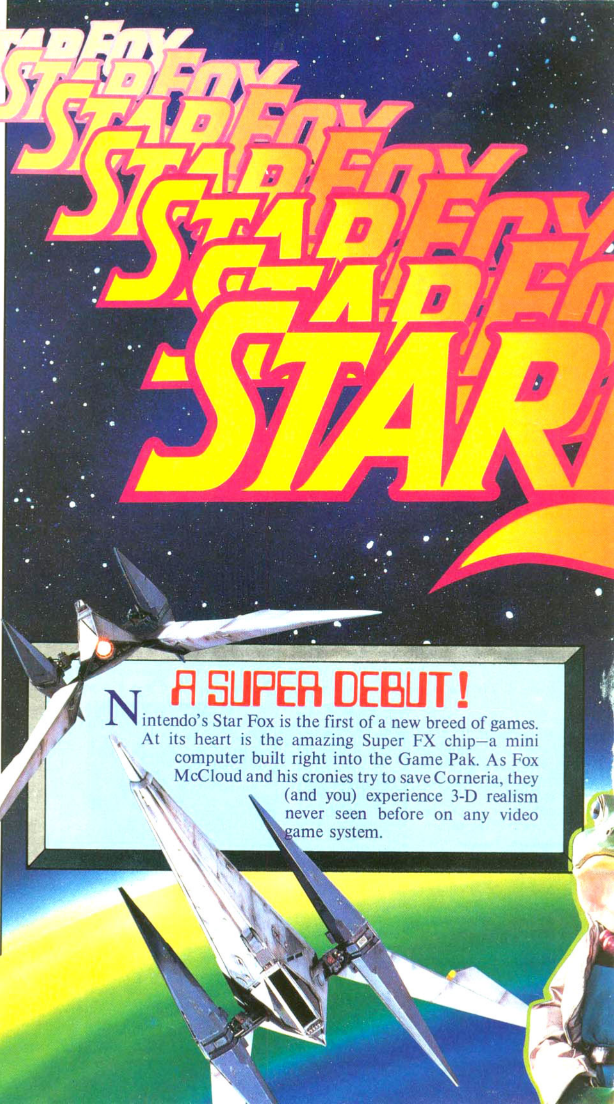

A SUPER DEBUT!

Nintendo's Star Fox is the first of a new breed of games. At its heart is the amazing Super FX chip—a mini computer built right into the Game Pak. As Fox McCloud and his cronies try to save Corneria, they (and you) experience 3-D realism never seen before on any video game system.

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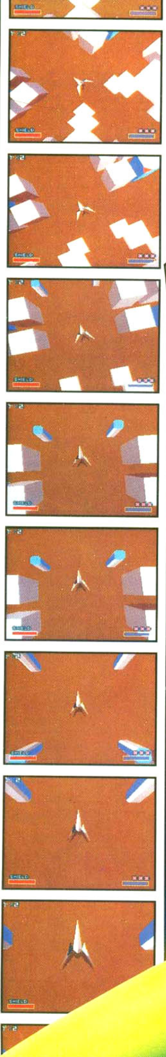
A NEW STAR IS RISING IN THE VIDEO GAME UNIVERSE

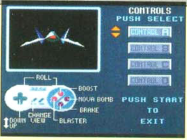
FOX
TM
SLIPPY



ALL SYSTEMS GO

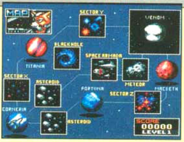
In Star Fox, you are the pilot of a state-of-the-art interplanetary fighter called an Arwing. Along with three mercenary wingmen, you must battle through multiple stages filled with 3-D landscapes and enemies. Choose one of three paths leading to the final battle on Venom. One path is fairly easy, while the others are progressively more difficult. In each stage, you'll fly down a 3-D video corridor in which you can maneuver your ship in any forward direction. Besides simply surviving, you should gather Power-Ups, help your wingmen when they're in trouble, blast every Imperial ship in sight and pass through the Mid-stage Goal.

SET UP


CONTROLS
PUSH SELECT
CONTROL A
CONTROL B
CONTROL C
CONTROL D
ROLL
BOOST
NOVA BOMB
BRAKE
BLASTER
CHANGE VIEW
DOWN UP
PUSH START TO EXIT

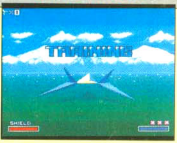
Set up the Controller Button functions by selecting one of four options. In the set up screen, you also have a test flight window.

COURSE SELECT


MAP
SECTOR Y
VENOM
BLACK HOLE
TITANIA
SPACE ARMADA
SECTOR X
ASTEROID
METEOR
FORTUNA
MACBETH
SECTOR Z
CORNERIA
ASTEROID
SCORE
00000
LEVEL 1

Depending on your talents as a star pilot, you may choose any of the three game courses, which vary in difficulty.

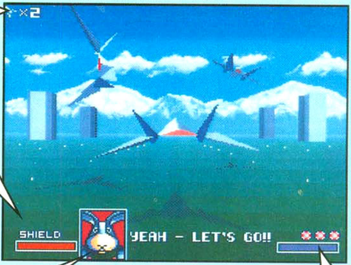
GAME SELECT


×0
TRAINING
SHIELD

Star Fox has two play modes. Training mode lets you practice with the Arwing fighter while Regular mode is the actual game.

ON SCREEN

The normal screen view is from behind your Arwing with status information along the bottom. In space, there are two possible views. In addition to the regular view, you can switch to the cockpit view, which features a heads-up display for aiming guns and controlling your ship.



YEAH - LET'S GO!!

REMAINING SHIPS

You can continue in your current stage as long as you have extra ships. Look for 1-Ups to add extra ships. If you hit the Mid-stage Goal, you'll continue from there if you lose a ship.

SHIELD ENERGY

The Shields are what keep you alive. Every time you are hit by enemy fire or an object, some energy is drained from your Shields. Look for Power-Ups to restore lost energy.

MESSAGE WINDOW

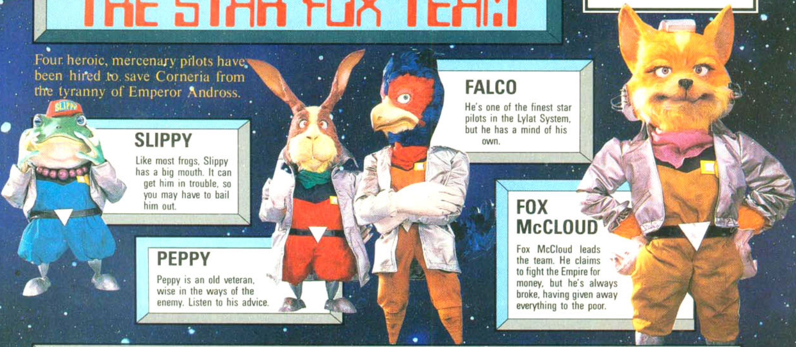
This is where you'll receive incoming communications from your wingmen. If they ask for help, give it to them or risk losing them.

BOMBS & ROCKET CHARGE

You'll begin each stage with three Nova Bombs that destroy all regular enemies on the screen. The Rocket Charge Meter shows remaining Rocket Energy.

THE STAR FOX TEAM

Four heroic, mercenary pilots have been hired to save Corneria from the tyranny of Emperor Andross.



SLIPPY

Like most frogs, Slippy has a big mouth. It can get him in trouble, so you may have to bail him out.

PEPPY

Peppy is an old veteran, wise in the ways of the enemy. Listen to his advice.

FALCO

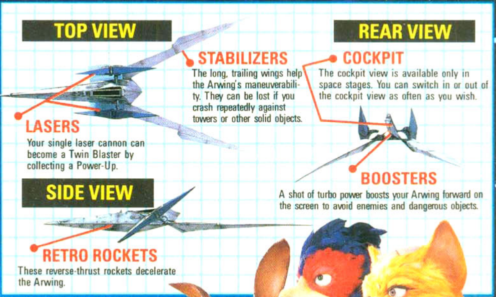
He's one of the finest star pilots in the Lylat System, but he has a mind of his own.

FOX McCLOUD

Fox McCloud leads the team. He claims to fight the Empire for money, but he's always broke, having given away everything to the poor.

THE FX ARWING

The FX Arwing, developed by the independent planet of Corneria, is the most advanced space fighter in existence. The ship is so complex, however, that only a handful of pilots can fly it successfully. That is where the Star Fox Team comes in. Each of the four Arwings has a Laser Cannon and Nova Bombs. They also have Boosters, to speed them forward, and Retro Rockets Wings to slow their progress.



STABILIZERS

The long, trailing wings help the Arwing's maneuverability. They can be lost if you crash repeatedly against towers or other solid objects.

COCKPIT

The cockpit view is available only in space stages. You can switch in or out of the cockpit view as often as you wish.

LASERS

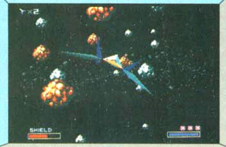
Your single laser cannon can become a Twin Blaster by collecting a Power-Up.

BOOSTERS

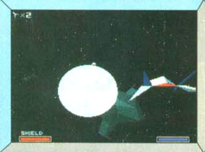
A shot of turbo power boosts your Arwing forward on the screen to avoid enemies and dangerous objects.

RETRO ROCKETS

These reverse-thrust rockets decelerate the Arwing.

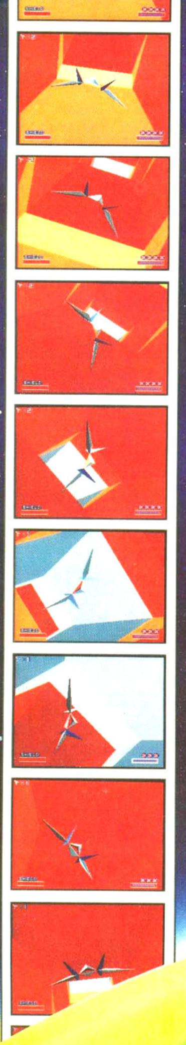


The Arwing's devastating Flash Bomb destroys everything in its range (the entire screen) except for stage end bosses. The Bomb will partially damage a boss.



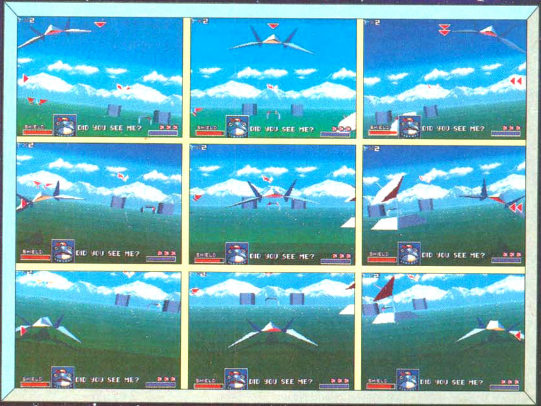
IN FLIGHT

The Arwing maneuvers smoothly and intuitively for some of the strongest play control ever seen or felt. In crowded space, you may have to use barrel rolls to escape undamaged.



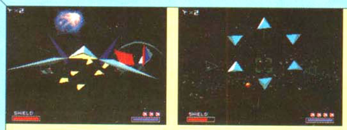
THE FLIGHT CORRIDOR

Although you are always moving forward in Star Fox, you can pilot your Arwing from side to side and up and down for a feeling of complete freedom of motion. The range of movement in most stages is approximately three screens wide by three screens high. When you fly close to the boundaries of this Flight Corridor, an arrow will appear, directing you back toward the center of the corridor. In some areas—inside space stations, for instance—the Flight Corridor may be much smaller in order to increase the challenge.



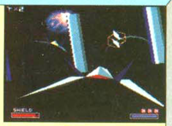
POWER-UP POINTS

Throughout your missions in the Lylat System you'll find Power-Up Points where you can double your fire power or repair your shields. Some of the Power-Up Points are rotating rings through which you must fly. Others are Pods. Touch them and you'll get the Power-Up. The best Shield Repair Power-Up replenishes half your lost shield energy. Always look for these Power-Up Points in the same locations along the Flight Corridor. It may take several runs through a stage to locate them. Look for landmarks that indicate an upcoming Power-Up Point, then align yourself for the approach.



SUPPLY RINGS

The first Power-Up shown above replaces a small amount of energy. The second Power-Up replaces half and serves as a continue point.



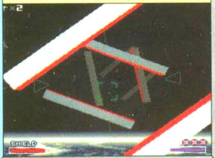
TWIN BLASTER

Collect this Power-Up to double your fire power with a second Laser Cannon.

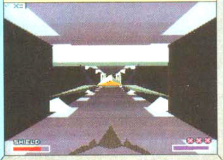
SCOUTING A COURSE

The Course Level Map shows the stages through which you must pass for each of the three courses. As demonstrated by the scenes shown below from different stages, there are three types of areas: planets, outer space, and inside spaceships. Each course has a different level of difficulty.

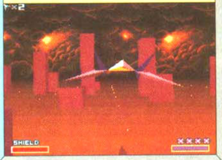
SECTOR X

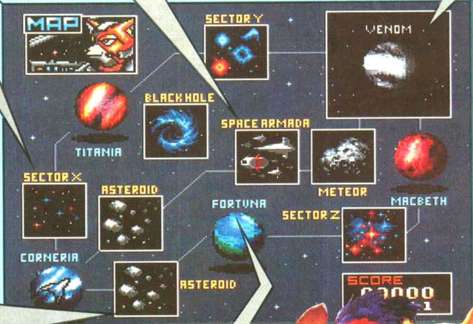


SPACE ARMADA

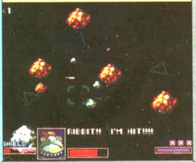


VENOM

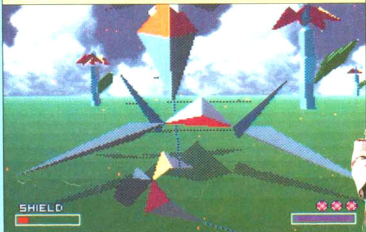


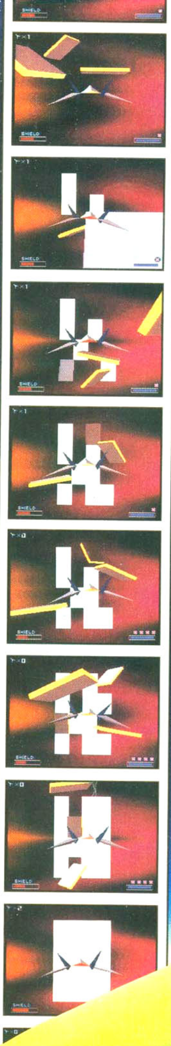

MAP
SECTOR Y
VENOM
BLACK HOLE
SPACE ARMADA
TITANIA
SECTOR X
ASTEROID
METEOR
MACBETH
FORTUNA
SECTOR Z
CORNERIA
ASTEROID
SCORE

ASTEROID


RIBBIT!! I'M HIT!!!!
SHIELD

FORTUNA



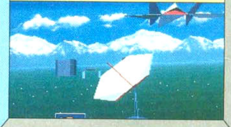


3-D MAPPING

Each stage of Star Fox has its own unique appearance, but the objects and enemies found there share a common source. They are all constructed of polygons. (See the Special January 1993 issue of Nintendo Power for an explanation of polygon construction and programming with the Super FX chip.) The result of using polygons is that they can be rotated and scaled as your Arwing flies toward and past them, creating the illusion of a 3-D world. In Star Fox, you will encounter a wide range of polygon objects along the Flight Corridor. Some of the objects, like enemies and buildings, are solid and will cause damage if you crash into them.

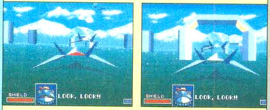
THE ANTENNA

You'll find these radar antenae on Course 1, Stage 1 along with a wide variety of other 3-D structures and enemies. Although the antenae don't constitute a threat, they are landmarks that can help you find on-coming enemies.

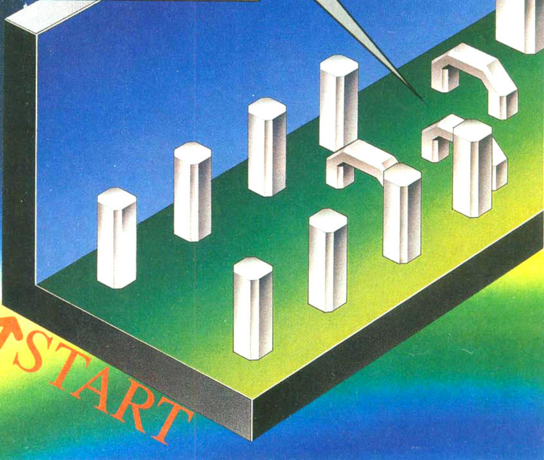


TOWERS & GATE

What you see is what you get. If there is a hole through a building, you can fly into it. If a tower begins to fall, you'd better dodge it. Polygon objects look and act like real objects, which means they can be a help or a hazard.

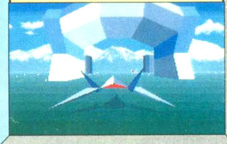


You'll learn to fly into, beneath and around the objects that appear along the Flight Corridor.



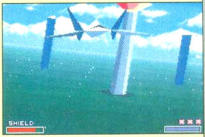
LARGE GATEWAY

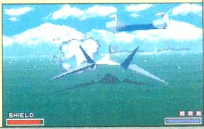
Piloting your Arwing through moving gate can be a blast, but it may not be the best route. By flying different routes, you'll learn safer passages to the boss.

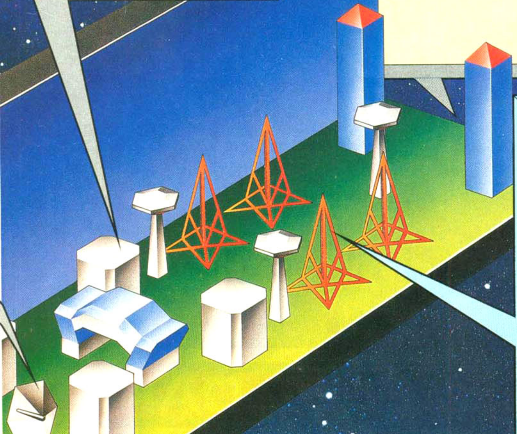


TOWER TROUBLE

These space age towers rise menacingly above the plain, but they cannot harm you unless you smash into them. After passing the final tower, a pair of large Walkers will appear carrying a tower between them. They won't attack either. Always look out for passive structures and avoid them.

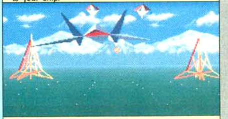


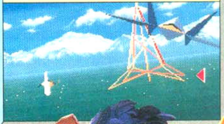




WALKERS

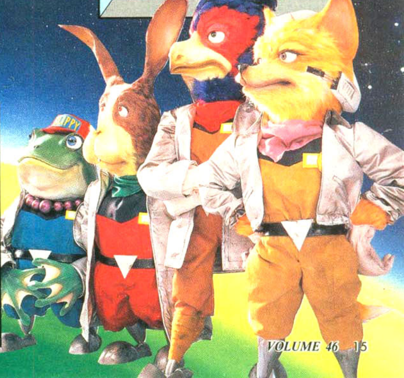
Towers and other structures take many shapes on the terrestrial worlds. Many of them, like these, don't do anything, but some of them will move, posing danger to your ship.





LET'S GO...

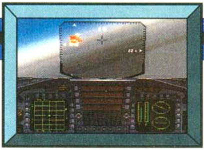
Next month, look for a detailed review of Star Fox strategies for all three Courses, including special 3-D view maps of critical areas. You'll also learn more about how the three wingmen enter into the game, how the scoring works, and how you can fly the perfect course. Once you get your paws on the controls of your own Arwing, you'll need all the tactical support you can get.



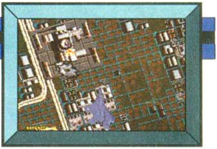
SUPER STRIKE EAGLE™

WHERE EAGLES DARE

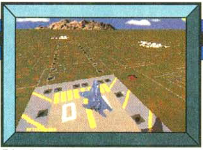
Thanks to Microprose, you won't have to pay 44 million dollars to own the most versatile aircraft in the world. With Super Strike Eagle, you not only get a realistic flight simulation, but also the challenge of nine combat missions in a one-player, Password game. And the emphasis really is on the game. You're not limited to a first-person view. The Satellite View lets you reach your mission targets quickly and precisely while the Ground Assault View plunges you into a wild, behind-the-plane ride over a detailed 3-D landscape. Both day and night missions around the globe include dogfights, ground assaults and enemy anti-aircraft guns and missiles. Join the ranks of today's pilots who fly real F-15E Strike Eagles.



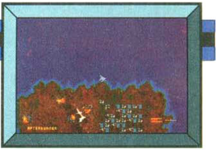
The cockpit is virtually identical to the real F-15E.



Attack installations during ground assaults.



Take off and land from ground bases and carriers.



Move quickly to mission targets and home base.

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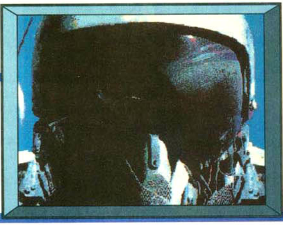
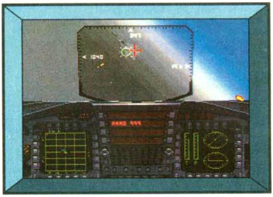
THE MISSION



Each mission is composed of several activities and goals. Before taking to the air, the mission briefing will fill you in on dozens of targets. Once you succeed in completing a mission, you'll receive a Password and move on to the next mission. There is a day and night mission in each of four theaters of war and a final bonus mission if you get that far. In later missions there are more and smarter enemies and you'll consume fuel faster.

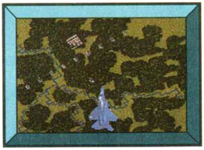
DRIVER'S SEAT

When enemy aircraft are close, your view switches to the cockpit. Here you have direct control of guns, missiles, flares, chaff—all the systems needed to knock out bandits. You also have instrumentation that includes radar, heads-up display, and artificial horizons. This is the most realistic part of the game.

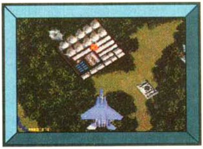


THE HARD DECK

Ground targets include airports, depots, factories, SAM sites—anything of military value. You'll come under heavy AA fire here. This is the most confusing part of the game, and control of the plane is not very realistic. Still, give it a chance. It is worth the challenge.



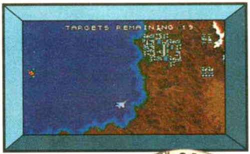
Some missiles can't hit a target from high up.



Fly low for greater accuracy.

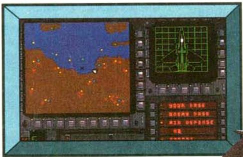
UPS AND DOWNS

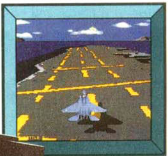
A weapon like the F-15E isn't much good unless you can get it into the air and then bring it home. As the pilot, you'll have to master take offs (no problem) and landings, which take practice.

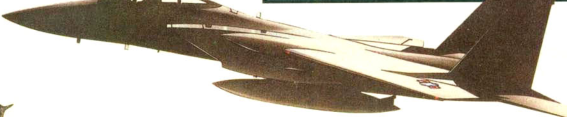


EYE IN THE SKY

You literally take the high ground in Super Strike Eagle. The Satellite View lets you see the entire theater of operations, including incoming aircraft and missiles. In this mode, you can control the speed and direction of your plane, but not altitude. You can also enter the WSO screen to view weapons and damage data. Satellite Mode lets you evade enemy planes and missiles when you are out of ammo.

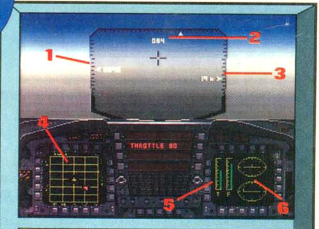






AIR TO AIR TACTICS

One of the most dangerous aspects of military aviation is aerial combat, or the dogfight. In Super Strike Eagle, you'll switch to the Cockpit View whenever an enemy aircraft comes within your radar zone. You can shoot down enemies with either missiles or cannons. When you're still in Satellite View, try to get behind enemies before closing in. That way you'll attack from behind.



1 AIRSPEED: The F-15E can fly at speeds of 200 knots to Mach 2.5, or more than 1500 mph.

2 HEADING: Know where your home base is by keeping track of your heading.

3 ALTITUDE: Watch this reading to know when you're getting close to crashing.

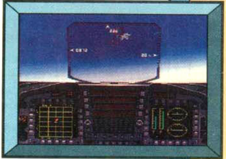
4 RADAR: The radar screen shows nearby aircraft and missiles.

5 THROTTLE/FUEL: Keep track of your speed and the amount of fuel remaining.

6 ARTIFICIAL HORIZONS: Determine your in-flight position with these two gauges

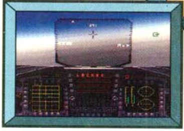
LOCK UP THE BOGEYS

During each sortie (or every time you take off from your base) you'll carry a limited number of missiles. Make sure each missile counts by waiting until they are "locked" on target before firing. Hold the B Button until the aiming circle turns red, then let go to launch the missile. If an enemy is flying straight ahead of you, try splashing him with your 20mm cannons.

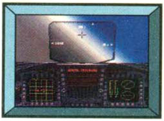


ALL LOCKED UP

You can take evasive maneuvers when an enemy missile locks onto you, but you can also use counter measures such as flares and chaff to confuse the missile's radar. Drop counter measures at regular intervals to keep missiles away from you. In the Satellite Mode, you can dodge most missiles.



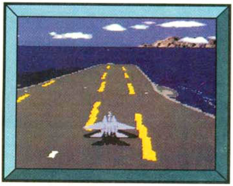
A message appears when a missile locks onto you.



Turn sharply to evade a locked-on missile.

DOWN TO EARTH

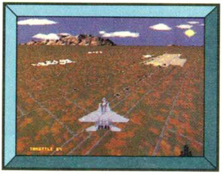
Takeoffs only require common sense. Fire up your engines to full throttle and, once you lift off, raise the nose. Landings are trickier. Cut your throttle to zero and watch your shadow to determine how close you are to the surface. Try to touch down close to the near end of the runway.



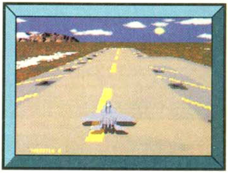
Open your throttle to full to take off.

LAND AND SEA

In each theater of operations you'll find different landing areas, both on carriers and airstrips on land. The procedure is the same for both, but on the carrier you must touch down early enough to catch the arrestor cable (yellow line.) On higher levels, you will have to align your plane before touching down on the tarmac. You can land at a home base twice during each mission for repairs and resupply.



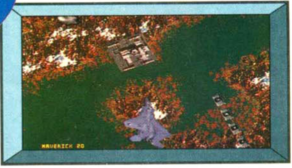
Align your F-15E with the runway, then cut engines.



Your throttle should be at zero before you touch down.

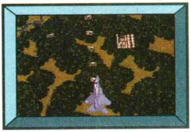
AIR-TO-GROUND

The Ground Attack Mode is the heart of the game experience, because it is here that you rack up the points and complete your missions. Use missiles or cannons to destroy the ground targets. When using missiles, wait until the green brackets appear on the target before firing. Don't waste too much time trying to knock out AAA sites. Concentrate on the main targets, then get out.

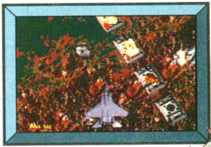


ANTI ANTI-AIRCRAFT (AAA)

AAA guns are laid out in rows at key military sites. (Look for rectangular concrete bunkers.) If you want to take them out quickly, try a strafing run. Line your plane up with one row of guns, then swoop down with your cannons blazing. The extra points you earn can result in extra ammo.



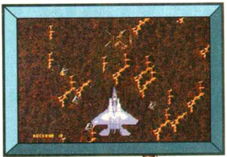
Line the plane up with a row of AAA guns, then dive!

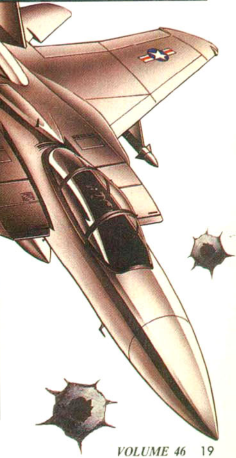


A successful strafing run can destroy most of the guns.

HIGHS AND LOWS

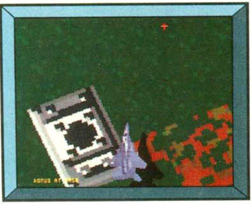
Better missiles, which are available as you progress in the game, can be used effectively from higher altitudes. When you start out during your raid on Libya, the Sidewinders and Mavericks with which you are equipped must be fired from a fairly low altitude. By the time you reach the final missions in Cuba and Korea, you'll be able to drop the Rockeye from a safer, higher altitude. If you run into trouble flying low in the early stages, you can always dive on target, then quickly climb back to safety.



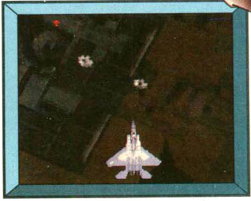


THE SHADOW OF THE EAGLE

When you see your shadow on the ground, you're close to crashing. Your shadow is the best indicator of danger during a ground attack. Manmade structures are more difficult to gauge since they use Mode 7 scaling, which becomes blocky when extremely close.



Watch your shadow to judge your altitude.



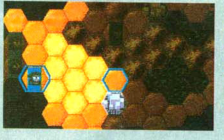
Even during night missions you cast a shadow.

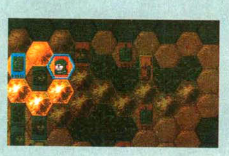
SUPER CONFLICT™

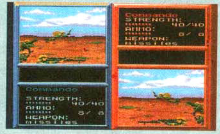
© 1993 Vic Tokai, Inc.

COMBAT SIMULATION

Vic Tokai's newest release breaks new ground in the Simulation genre of video games. Players can wage war against enemies in more than 55 different scenarios. Like a bona fide general, you manipulate your forces to engage the enemy troops, tanks, ships and jet fighters to ultimately capture their Flag Tank or Flag Ship.





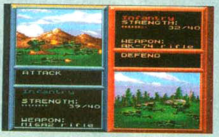


Commando
STRENGTH: 40/40
AMMO: 8/ 8
WEAPON: missiles

Commando
STRENGTH: 40/40
AMMO: 8/ 8
WEAPON: missiles

ATTACK FORCES

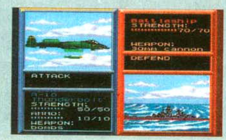
If your forces meet up with enemy forces, you can choose to go into the Battle Mode. Ground to ground, ground to air, air to water and many other types of battles can take place. The strength and position of your troops and the terrain that surrounds them will be the determining factors in deciding which group shall emerge victorious. The Battleground Chart on the next page will help you decide where to move your troops.



Infantry
STRENGTH: 32/40
WEAPON: AK-74 rifle
DEFEND

ATTACK

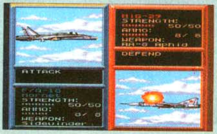
Infantry
STRENGTH: 37/40
WEAPON: M16A2 rifle



Battleship
STRENGTH: 70/70
WEAPON: 30mm cannon
DEFEND

ATTACK

A-10 Thunderbolt
STRENGTH: 50/50
AMMO: 10/10
WEAPON: bombs



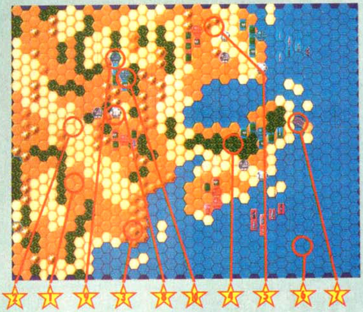
MiG-29
STRENGTH: 50/50
AMMO: 8/ 8
WEAPON: AA-8 Aphid
DEFEND

ATTACK

F/A-18 Hornet
STRENGTH: 50/50
AMMO: 8/ 8
WEAPON: Sidewinder

BATTLEGROUNDS

The various types of terrain provide different degrees of protection for your troops. Check the chart to find out which areas are safest to move to. Also, some areas require more fuel to travel in and out of.



1 PLAINS

Movement value: 1 fuel unit
Defense rating: 0 (average)

2 DESERT

Movement value: 1 fuel unit
Defense rating: −5 (vulnerable)

3 HILLS

Movement value: 2 fuel units
Defense rating: +10 (good)

4 WOODS

Movement value: 2 fuel units
Defense rating: +15 (excellent)

5 MOUNTAINS

Movement value: 2 fuel units
Defense rating: +15 (excellent)

6 SEA

Movement value: 1 fuel unit
Defense rating: 0 (average)

7 BRIDGE

Movement value: 1 fuel unit
Defense rating: −10 (poor)

8 CITY

Movement value: 1 fuel unit
Defense rating: +10 (good)
Special feature: Land/Sea units may resupply & repair

9 AIRPORT

Movement value: 1 fuel unit
Defense rating: +10 (good)
Special feature: Air units may resupply & repair

10 FACTORY

Movement value: N/A
Defense rating: N/A (protected by Special Commando unit)
Special feature: Produces various additional units; irreplaceable if lost

UNIT MATCH-UPS

FIGHTERS

F-5E Tiger II	MiG-21 Fishbed
F-14 Tomcat	MiG-23 Flogger
F-15 C Eagle	MiG-25 Foxbat
F/A-18 Hornet	MiG-29 Fulcrum

BOMBERS

A-6E Intruder	SU-20 Fitter
A-10 Thunderbolt II	SU-25 Frogfoot

HELICOPTERS

AH-1 Cobra	MI-24 Hind D
AH-64 Apache	MI-28

TANKS

M551 Sheridan	T-55
M60A3	T-62
M1A1 Abrams	T-80

ANTI-TANK

M-901 ITV	BRDM-2

ANTI-AIRCRAFT

M167 Vulcan (AAA)	ZSU-23 (AAA)
M48 Chaparral (SAM)	SA-13 Gropher (SAM)

SOLDIERS

Infantry	Infantry
Commandos	Commandos

NAVAL

Destroyer	Destroyer
Submarine	Submarine
Cruiser	Cruiser
Battleship	Battleship
Aircraft Carrier	Aircraft Carrier

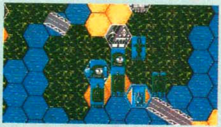
FLAG UNIT

Flag Tank	Flag Tank
Flag Ship	Flag Ship

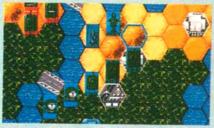
BASIC MANEUVERS

BRIDGE BATTLES

As you can see from the Battleground Chart, the Bridges are not good places to be during battles. They have the worst Defense rating. Your troops and tank units will be extremely vulnerable to enemy attacks. Nonetheless, you should take care to guard the areas around the Bridges because in many scenarios, they provide a route for the enemy to get to your troops.



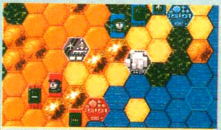
The Blue Flag Tank is placed right next to a Bridge in this scenario. Granted, it's well-protected by your troops, but it would be a very wise decision to move it.



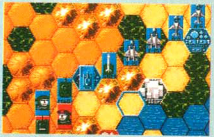
The Blue forces are lined up in a row and area protecting their Airport. This is a good tactic, but the Flag Tank should be moved behind the defensive line.

DEFENSIVE LINE

If you line up your forces, you can usually execute sweeping attacks. This formation allows you to engage stronger enemies with greater frequency. Remember to try to match up or overmatch your forces when engaging the enemy. It's not a good idea to send your relatively weak Infantry in to attack a strong enemy tank. Your Infantry troops are likely to be defeated.



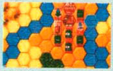
The Neutral Airport will be a good spot for the Flag Tank to move to because its Defense rating is high.



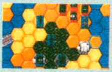
There! The Flag Tank is well-protected and the Blue forces have lined up and are ready for attack.

CAPTURE THE FLAG

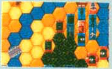
The ultimate goal in every scenario of Super Conflict is to destroy the enemy Flag Tank. In later stages of the game, you can also try to destroy an enemy Flag Ship. The enemy will position its Flag vehicle in a relatively safe area and will defend it well. Your tactics for your Flag vehicle should be the same, but you should always keep your troops moving in the direction of the enemy Flag vehicle. A good strategy to gain an advantage on your opponent is to send in your Tanks to do battle with enemy Infantry and Commandos. This will quickly clear away many enemy forces so you can concentrate on destroying the enemy Flag vehicle faster.



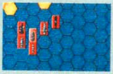
The enemy troops are all bunched up. Engage the Commandos.



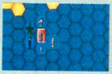
Moving units through the Woods takes more fuel, but offers protection.



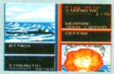
You've encircled the enemy Flag Tank. This is gonna be cake!



You can't send ground forces out into the water to get the Flag Ship.



Your Fighters, Cruisers and Subs can get the job done, though!



The giant mushroom cloud is the result of your Sub's torpedo attack.

HEAD TO HEAD

AN UNPREDICTABLE ENEMY?

After playing in the One Player Mode for a while, you can usually predict where the computer player will position its forces with a fair degree of accuracy. However, playing against a human challenger can be much more difficult because you'll never know what's going to happen! It's also much more fun to play against an unpredictable enemy, even if that enemy is your best friend! You can also choose an option that only allows each side to move only three units per turn. More strategy will have to be employed with this option.

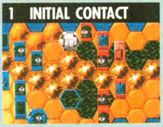
Choose Game Options
Two Player

Two
Player
Scenario
1
Initial
Contact

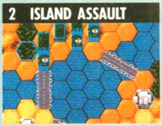
16 SCENARIOS

In the Two Player Mode, there are 16 scenarios to choose from. Each has a different layout and a different combination of forces. You can be more free-form in your attack patterns, but remember, your rival can be, too!

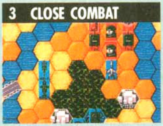
1 INITIAL CONTACT



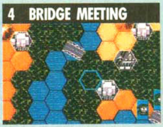
2 ISLAND ASSAULT



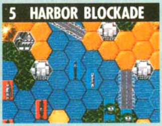
3 CLOSE COMBAT



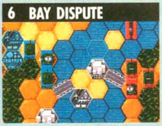
4 BRIDGE MEETING



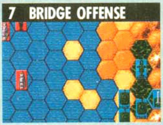
5 HARBOR BLOCKADE



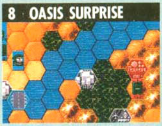
6 BAY DISPUTE



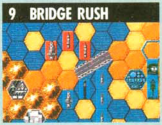
7 BRIDGE OFFENSE



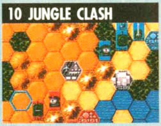
8 OASIS SURPRISE



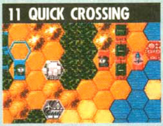
9 BRIDGE RUSH



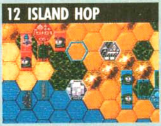
10 JUNGLE CLASH



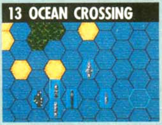
11 QUICK CROSSING



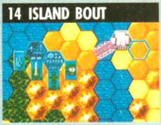
12 ISLAND HOP



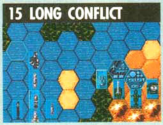
13 OCEAN CROSSING



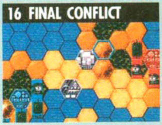
14 ISLAND BOUT



15 LONG CONFLICT



16 FINAL CONFLICT



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WAYNE'S WORLD™

Straight from Public Access Cable 10 of Aurora, Illinois to your Super NES comes Wayne's World (the video game). At its most primal level, Wayne's World harkens back to such side scrolling action games as Super Mario Bros., where the player, through an on-screen graphical avatar, explores a computer world consisting of a labyrinth of platforms and pre-programmed obstacles. While these types of enemies tend to be a bit dull-witted, they are nonetheless dangerous and can make for an entertaining and challenging game play experience. But we digress. Wayne's World, by T*HQ, offers fun for fans of the hit movie and Saturday Night Live TV sketch. Its standard game play mechanics also make it accessible to those who do not get Cable 10! All you need is a Super NES!

In the Guitar Shop

Wayne Campbell's best friend Garth Algar has been captured by a large purple appendage and dragged into Zoltar, the Gelatinous Cube video game at Noah's Arcade. If the Wayne's World show is to continue, Wayne must rescue Garth. Armed with his trusty electric guitar, he follows Garth into the video game world.

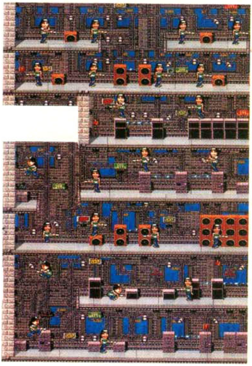
WAYNE: Well my friend, this is another fine conundrum you've gotten us into.

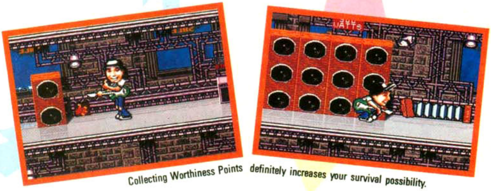
GARTH: Sorry, Wayne, but this Gelatinous Cube doesn't want to let go of me. It's makin' me feel kinda oogy!

WAYNE: Hold on little buddy (remember The Skipper in Gilligan's Island?)! I'm on my way!

GARTH: Hurry up! I'm gonna hurl!

START

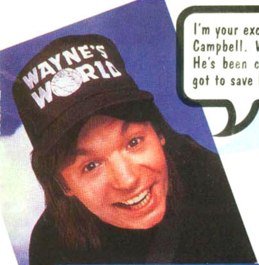




Collecting Worthiness Points definitely increases your survival possibility.

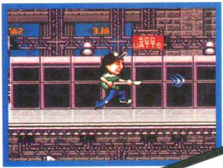
DISCLAIMER:

The contents and dialogue of this article were compiled by the staff of Nintendo Power and do not reflect the opinions or ideas of Wayne Campbell, Garth Algar, Mike Myers, Dana Carvey or anybody else but us.

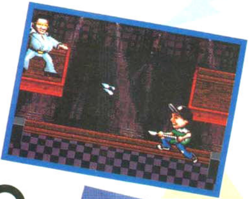


I'm your excellent host for this video game, Wayne Campbell. With me as always is Garth . . . NOT! He's been captured by a gelatinous cube and I've got to save him! WHOOOAH!

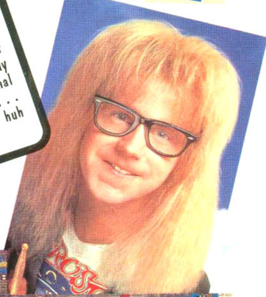
Check out these excellent digitized scenes from Wayne's World!

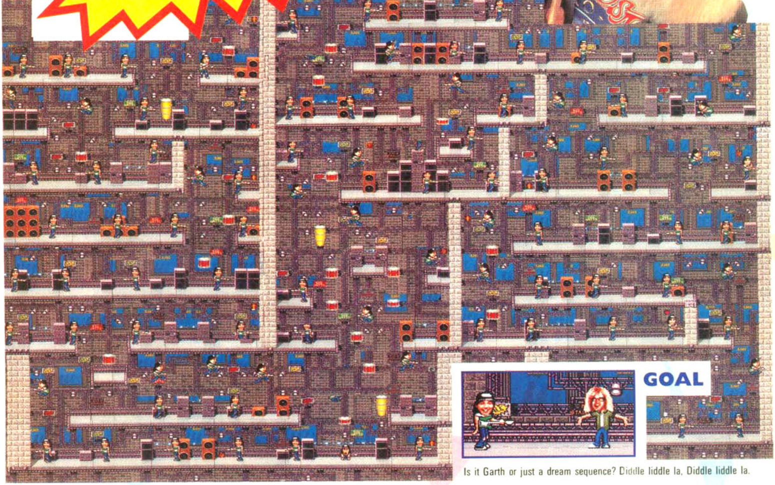


Armed with my trusty electric guitar, I can sonically assault the enemy with wild and powerful riffs! He shoots he scores!



It's too bad we couldn't like, both be heroes in this game and then it would be like, a buddy picture like Lethal Weapon or somethin' . . . that would be cool, huh Wayne?





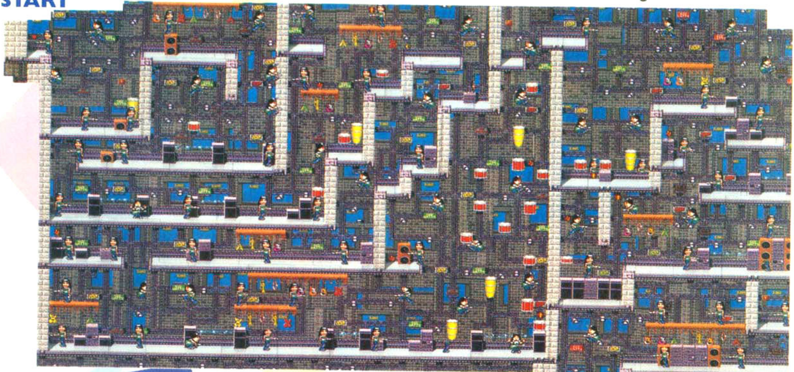
Is it Garth or just a dream sequence? Diddle liddle la, Diddle liddle la.

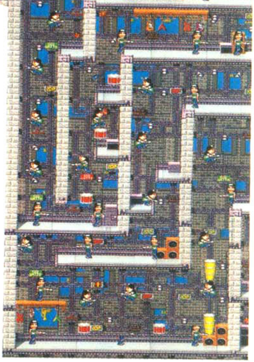
In the Guitar Shop: Part 2

The depth of stock in the Guitar Shop is truly huge. There are actually four levels to this store, and this is only the second. Each one gets longer and more challenging.

GARTH: Déjà vu! Stage One again!
WAYNE: Not! What we have here is a technique called memory conservation whereby the programmers can use the same character set but vary the screen data to create additional stages . . .

START

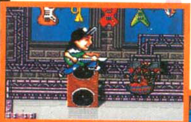




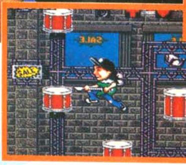
WAYNE'S WORLD

SCHWING!

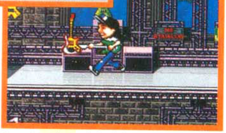
On your quest to find Garth, a most valuable commodity will be the strategically placed "Schwing Icons." These excellent Power-Ups act much like "Smart Bombs" in traditional video games and reduce any enemy to oblivion.



You have to watch out for the totally gimpy bagpipes!



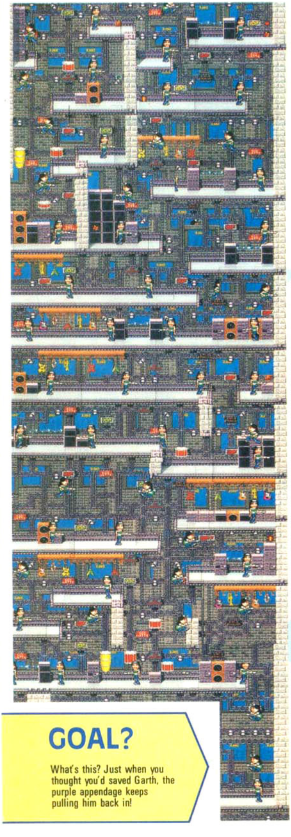
Here, I bounce from drum to drum ba rum pum bum pum. Me and these drums.



Some gimp of a stock boy failed to adequately fasten these guitars to the rack! A tragic waste of rock utensils!

That's just a preview of what lies ahead! There's a cajillion more stages you have to go through before you can release me from bondage in the slimy clutches of the Gelatinous Cube!

After the Guitar Shop, you have to make it through the Donut Shop, the Gasworks Club and finally the most dreaded locale of all— Suburbia! WHOOAH!



GOAL?

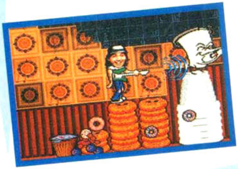
What's this? Just when you thought you'd saved Garth, the purple appendage keeps pulling him back in!

STAGE 2: Donut Shop

WAYNE: Notice, if you will, the excellent '11' Icon, which gives me the ability to really crank up the volume on my killer riffs!

GARTH:

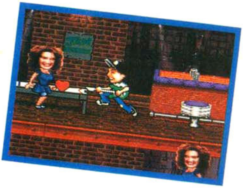
Party on, Wayne!



STAGE 3: The Gasworks

WAYNE: The Gasworks is infested with clones of Stacy, my totally mental ex-girlfriend!

GARTH: Yeah, and who cut the cheese? Oh, I see, all the "gas" lines are broken! Watch out Wayne!

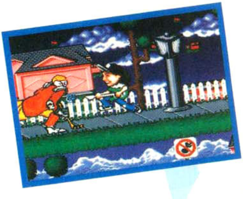


STAGE 4: Suburbia

WAYNE: Someone has re-programmed Aurora, IL, into a parody of its former self!

GARTH: I don't like it, Wayne. It makes me feel kinda funny . . .

WAYNE: Perseverance, my friend! I'm on my way!



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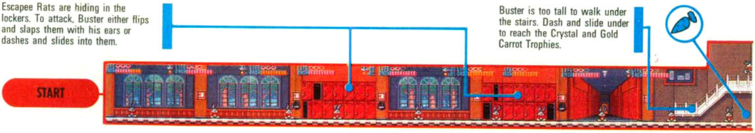
TINY TOON Adventures

BUSTER BUSTS LOOSE!

Buster Bunny stars in Konami's new six-stage Tiny Toon adventure for the Super NES. The graphics are gorgeous, the animation lively, the play control precise. It has a password feature and a start-up option that lets you choose from beginning, intermediate and advanced levels of challenge.

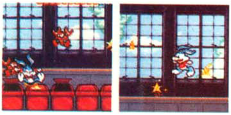
STAGE 1 ACME LOONIVERSITY

The Tiny Toons' adventure starts at school, where animal escapees are running rampant.

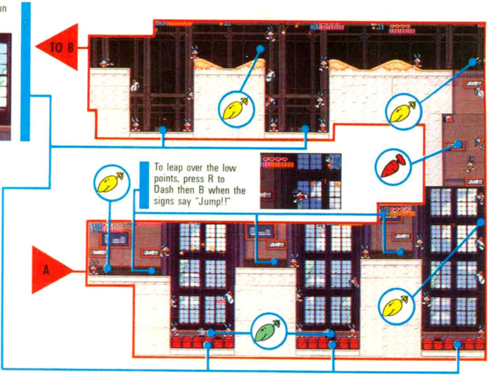


Escapee Rats are hiding in the lockers. To attack, Buster either flips and slaps them with his ears or dashes and slides into them.

Buster is too tall to walk under the stairs. Dash and slide under to reach the Crystal and Gold Carrot Trophies.



Buster can either Dash and Jump over the gaps or run down and fight enemies.



To leap over the low points, press R to Dash then B when the signs say "Jump!!"

TINY TOON ADVENTURES, characters, names and all related indicia are trademarks of Warner Bros. © 1993

My name is
Buster Bunny.
I'm Babs Bunny.

BUST OUT, BUSTER

You control Buster in this series of cinematic escapades that start at school. Each has a different goal. Buster collects Stars and trophies to Power-Up along the way. Silver Carrot Trophies restore single Hearts, Gold ones restore all Hearts and Crystal ones add a Heart to the Health Meter.

BUSTER'S BONUS GAMES

Between stages, you'll have a chance to earn extra lives by playing mini-games hosted by the other Tiny Toons.

ROULETTE

JUNCTION

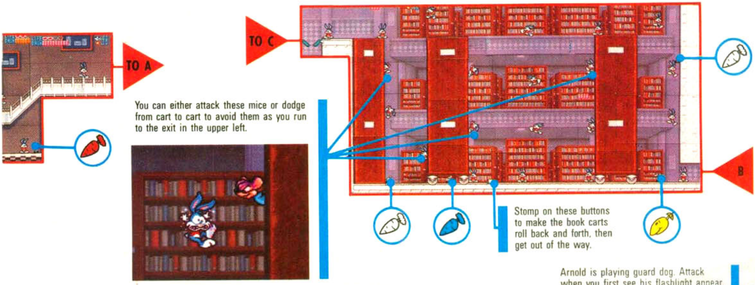
BINGO

SQUASH

MAZE

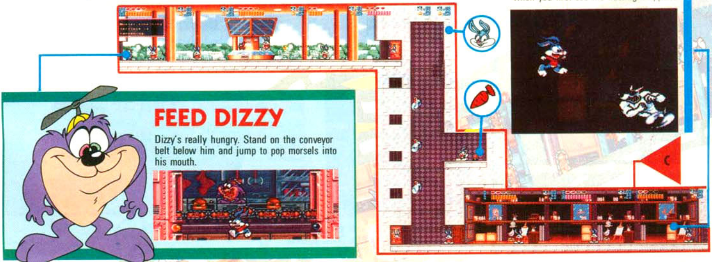
SEESAW

ADD A HEART
REFILL ALL HEARTS
REFILL ONE HEART
REFILL DASH METER
TURN ENEMIES INTO STARS
1-UP



You can either attack these mice or dodge from cart to cart to avoid them as you run to the exit in the upper left.

Stomp on these buttons to make the book carts roll back and forth, then get out of the way.



Arnold is playing guard dog. Attack when you first see his flashlight appear.

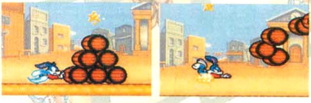
FEED DIZZY

Dizzy's really hungry. Stand on the conveyor belt below him and jump to pop morsels into his mouth.

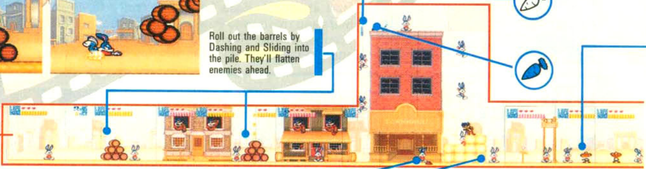
STAGE 2

THE WESTERN MOVIE

The next scene is set in the Wild West, where Montana Max blows a safe and absconds with the loot.

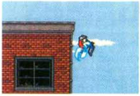


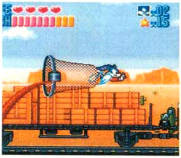
Roll out the barrels by Dashing and Sliding into the pile. They'll flatten enemies ahead.



Hop up onto the bales of straw and attack the tomato-tossing thug between throws.

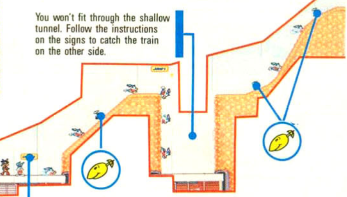
Stand to the right of the stack and press L to Dash back to the left. Jump and run up the side of Townhall to the trophies.

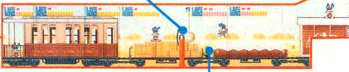




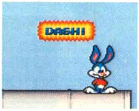
Jump over the net poles if you can. If you get caught, you can press R and use the Dash to break through the nets.

You won't fit through the shallow tunnel. Follow the instructions on the signs to catch the train on the other side.

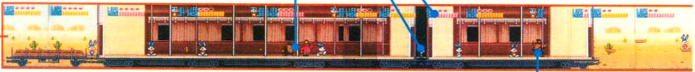




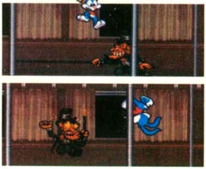
Watch for the sign. As soon as you see it, press R and race up and over the hill.

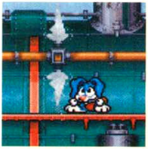


As the lights fade in and out, you'll have to strike each bad guy twice.

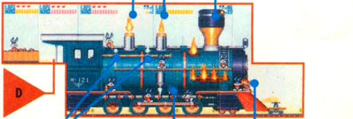


This villain carries a big stick. Rush in, attack, then retreat before he extends the stick and makes you a bunny-kabob. Five hits do the trick.

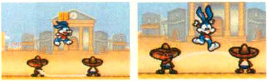




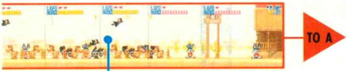
Don't get steamed! Wait until the steam stops, then attack the Smokestacks. Climb down to get the 1-Up when you're done.



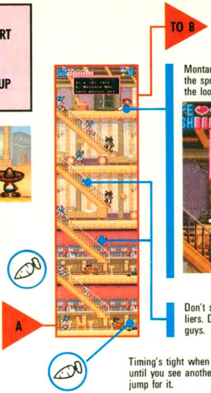
- **ADD A HEART**
- **REFILL ALL HEARTS**
- **REFILL ONE HEART**
- **REFILL DASH METER**
- **BECOME INVINCIBLE**
- **1-UP**



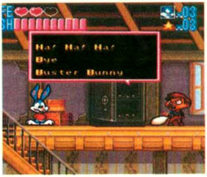
You have to be able to jump rope, even in the Old West. Clear the rope ten times to continue.



Watch out for buzzard attacks and ill-mannered, kicking mules in this area. Keep jump-flipping along.

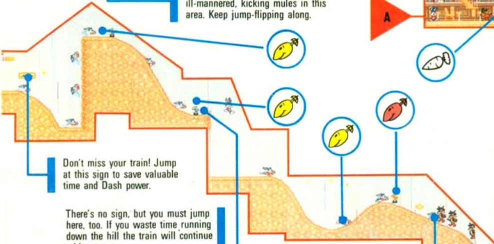


Montana Max wants a starring role. He steals the spotlight by blowing the safe and hauling off the loot.



Ha! Ha! Ha!
Bye
Buster Bunny

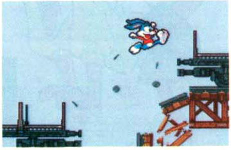
Don't stand too long under those shaky chandeliers. Dodge the rolling barrels and beware of bad guys.

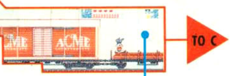


Don't miss your train! Jump at this sign to save valuable time and Dash power.

There's no sign, but you must jump here, too. If you waste time running down the hill the train will continue without you.

Timing's tight when the bridge begins to collapse. Wait until you see another car on the right and do a Dash jump for it.

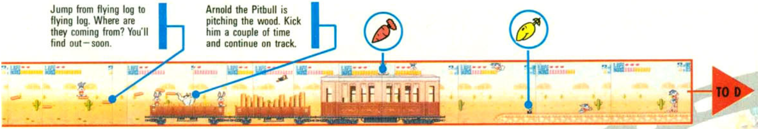




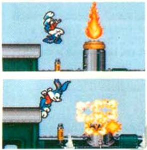
Become invincible by grabbing the Gold Gogo Dodo Trophy and plow right through these wise guys.

Jump from flying log to flying log. Where are they coming from? You'll find out—soon.

Arnold the Pitbull is pitching the wood. Kick him a couple of time and continue on track.

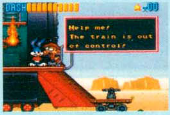


As you avoid the steam and fire, kick the small smokestacks four times, the big one six times.



THE GREAT ESCAPE

It looks like the end of the line for Buster—but it's not. He and Montana Max can jump onto the hand car and use some old-fashioned elbow grease to steam themselves down the track and off into the western sunset.

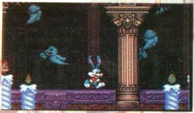


Help me!
The train is out
of control!

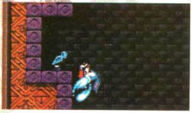
STAGE 3

SPOOK MANSION

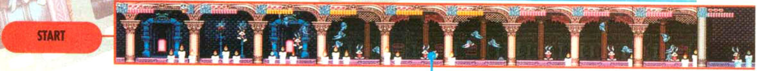
In Stage 3, Buster seeks refuge from a sudden storm in a creepy, old house. Bad idea, Buster.

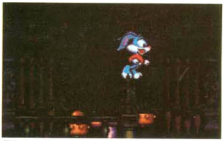


It's obvious that the place is haunted as soon as Buster enters. Ghosts attack suddenly, so get set to flip out.

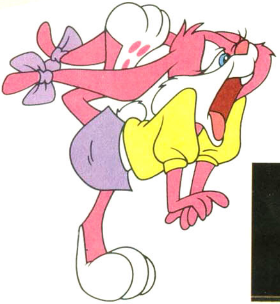


Dash Jump to the left wall and run up to get the Crystal Carrot Trophy from the shelf in the upper left.

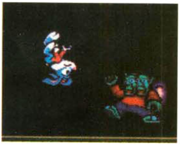


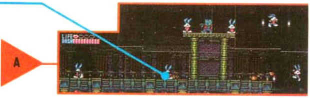


This is a big gap. To cross over it, you can either do a Dash Jump from the upper ledge or spring over using the catapult.

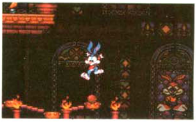


The mutant mistakes of the Mad Scientist who inhabits the house show up in this area. Bounce up to attack before you land.



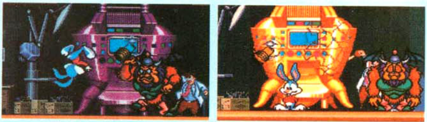


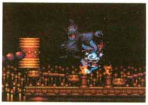
Push this ball off the left side of the ledge, then use the catapult to bound up to the Crystal and Gold Carrot Trophies.



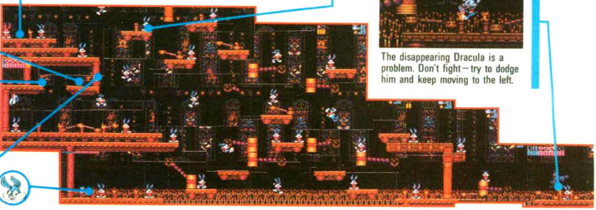
MAD SCIENCE

Your goal at the end of this stage is to destroy the Mad Scientist's mutant-making machine. Use your ears to flip Nuts and Bolts into the machine.



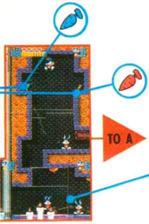


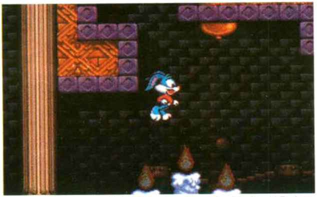
The disappearing Dracula is a problem. Don't fight—try to dodge him and keep moving to the left.

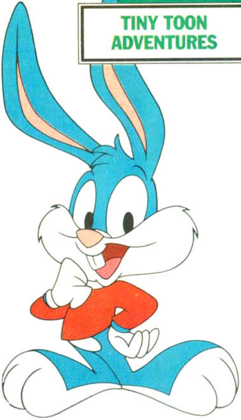


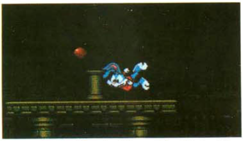
Jump and Dash from the catapult to scale this section of wall and reach the exit in the upper left.

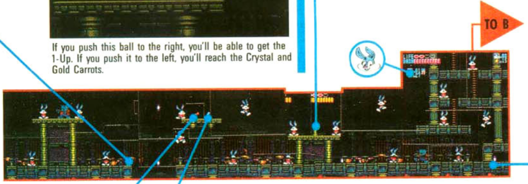
ADD A HEART | REFILL ALL HEARTS | TURN ENEMIES INTO STARS | 1-UP



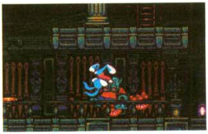

After you Dash Jump to the left wall, leap over to the right in mid-Dash to reach the Gold Carrot Trophy.




If you push this ball to the right, you'll be able to get the 1-Up. If you push it to the left, you'll reach the Crystal and Gold Carrots.



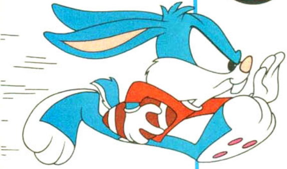
Beat enemies to get stars. Collect 100 to earn an extra Buster Bunny.

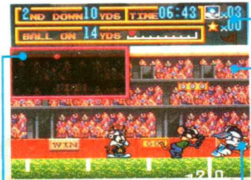


STAGE 4

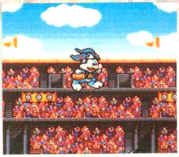
ACME LOONIVERSITY FOOTBALL

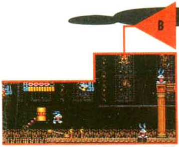
It's game time at Acme Looniversity, and Buster is out to prove that he's one tough bunny to block.




The meters on the screen show the down, time and yards remaining, and the ball's position on the field.

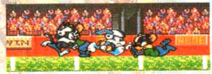
You can opt to either run or pass the ball. In most cases, running a play is the safer bet, but if you and Plucky are feeling lucky, go ahead and try to complete the long bomb.





Plucky Duck plays quarterback as Buster goes out for the pass. An "X" shows where the pass will land.

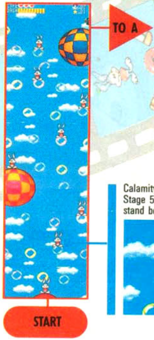
Your opponents mount a random defense, sometimes jumping straight up to stop Buster's leap, other times staying low for the tackle.



STAGE 5

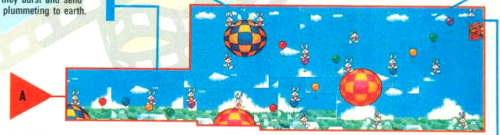
BUSTER SKY-JINKS

In Stage 5, Buster Bunny gets some air while he hunts for Calamity Coyote's hidden treasures.

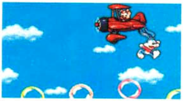


These balloons don't last long. Leap from balloon to balloon before they burst and send Buster plummeting to earth.

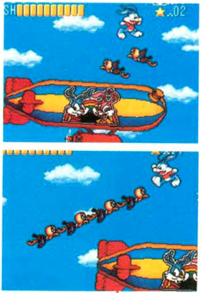
Bounce up to the big blue and yellow balloon to get the 1-Up, then continue balloon-bounding to the right.



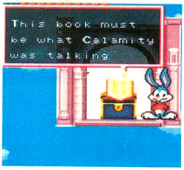
Calamity Coyote is blowing bubbles in Stage 5. Hop on, but find a new site to stand before the bubble bursts.



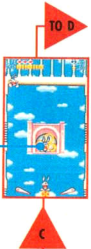
Keep your cool as you conduct battle from the blimp. When the birds attack en masse, be sure to stay over the blimp as you jump.

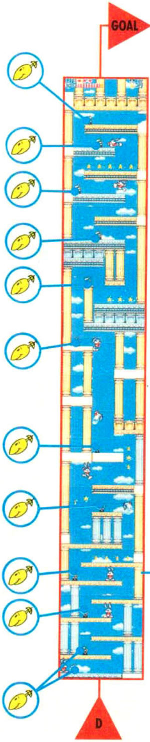


When you touch the center of this shrine, the script for the next episode appears and the building collapses.

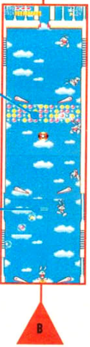


This book must be what Calamity was talking

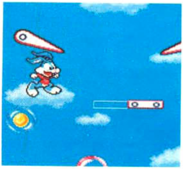




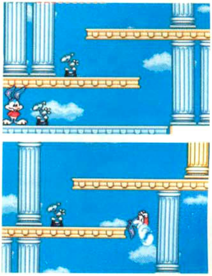
The Flippers shown above the four rows of balls in this map won't appear until you jump up and collect all of the balls.



If you pop the bubbles and get all of the balls, a moving platform will show up here. Use it to continue your climb.



You have to hustle to keep up with the scrolling screen in this area. Keep Dashing. Fortunately, there are plenty of Silver Gogo Dodo Trophies that will refill your Dash Meter.

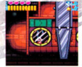


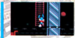
STAGE 6

SPACE OPERA

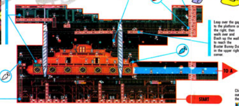
In this Space experience, it's Buster Bunny against the Milky Way's Imperial Army.

The key to this door is on the shelf in the upper left corner. To reach it, jump to the ladder on the right from the upper level of the ship.

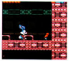




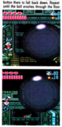
Climb this ladder, then bunny-hop on over to the left. Jump up to the middle platform, then Dash Jump to the ladder on the left. Climb up to get the key.

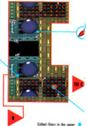


Leap over the gap to the platform on the right, then walk over and Dash up the wall to reach the Buster Bunny Doll in the upper right corner.



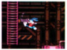
Press this button to reverse gravity and make the ball fall "down." Press the button there to fall back down. Repeat until the ball crashes through the floor.





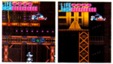
Collect Stars in the upper right, then reverse gravity and go to this bonus room for a super Star bonanza.

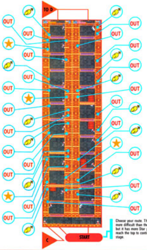
Dash Jump to the ladder here, then press Up and Left on the Control Pad to climb up to the platform above.

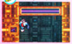


- REFILL DASH METER
- REFILL ONE HEART
- REFILL ALL HEARTS
- TURN ENEMIES INTO STARS
- ADD A HEART
- 1-UP

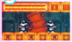
Climb the ladders up to the moving platform and jump from it to the ledge overhead. When you walk to the left into the big rubber band you'll fly to the area ahead.



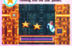




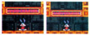
Refill Dash by running over the Silver Gogo Dodo panels.



You'll get canned if you run into one of the Out panels.

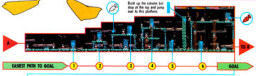


Add to your Star collection by running into the Star panels.

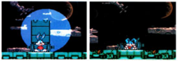


Choose your route. The one on the left is more difficult than the one on the right, but it has more Star panels. You have to reach the top to continue to the next stage.

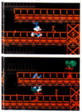
Dash up the column but stop at the top and jump over to this platform.

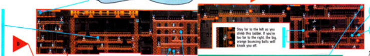


Don't let Buster become a fried rabbit. You must hide behind the stone walls in this area to avoid the frequent and powerful laser blasts. Rush for cover when you see the tell-tale flickering cross hairs appear, pause behind a protective wall, then get moving to keep from being scrolled off the screen.



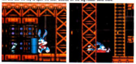
Instead of using the rubber band in the upper left, You can walk over and grab this key. It opens the door to a different shortcut.





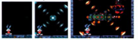
Stay far to the left as you climb this ladder. If you're too far to the right, the big, orange bouncing balls will knock you off.

Go over the bridge and work your way down to the lowest level. Walk all the way to the left and use the key to open the door. Bounce off the big rubber band there.



ANOTHER ONE!

There's one big, bad boss left, and he's armed with a paralyzer gun. Try to turn the tables and use his own weapon on him.

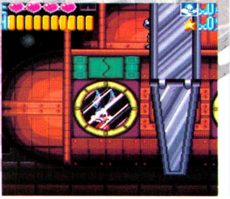


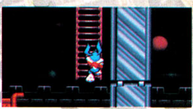
STAGE 6

SPACE OPERA

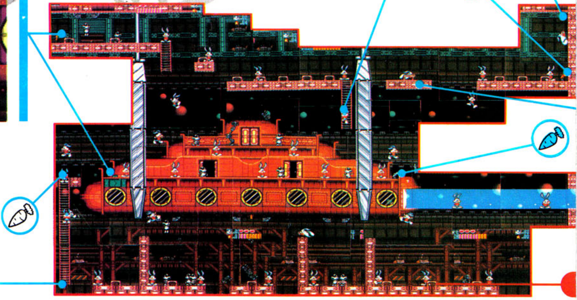
In this Space experience, it's Buster Bunny against the Milky Way's Imperial Army.

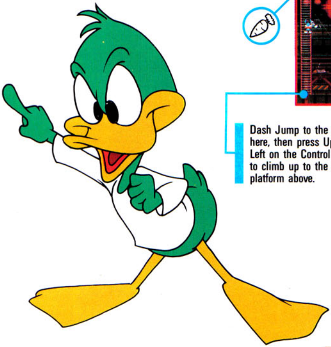
The key to this door is on the shelf in the upper left corner. To reach it, jump to the ladder on the right from the upper level of the ship.



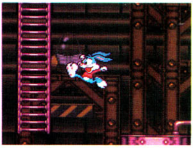


Climb this ladder, then bunny-hop on over to the left. Jump up to the middle platform, then Dash Jump to the ladder on the left. Climb up to get the key.





Dash Jump to the ladder here, then press Up and Left on the Control Pad to climb up to the platform above.



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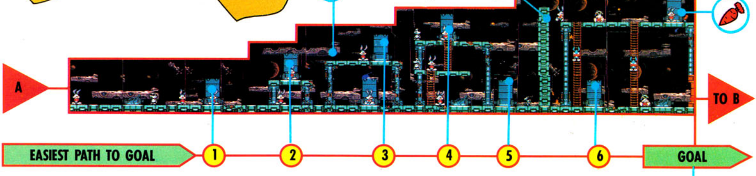
Dash up the column but stop at the top and jump over to this platform.



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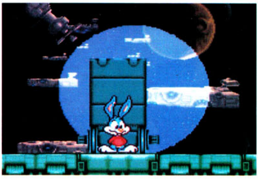
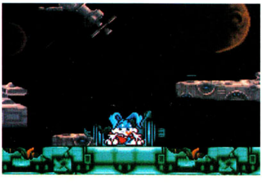
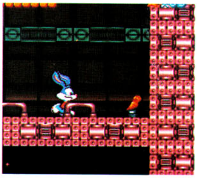
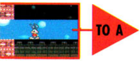




Leap over the gap to the platform on the right, then walk over and Dash up the wall to reach the Buster Bunny Doll in the upper right corner.





START

RN ENEMIES TO STARS

D HEART

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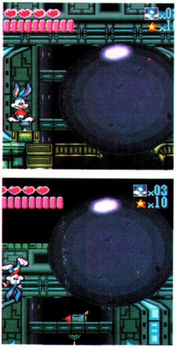
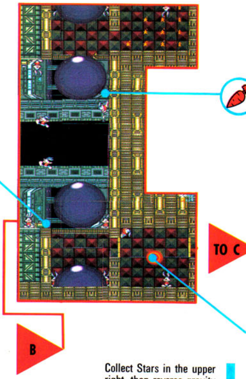
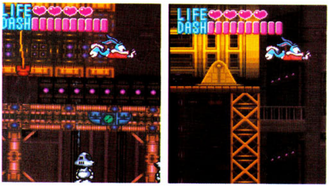
Press this button to reverse gravity and make the ball fall "down." Press the button there to fall back down. Repeat until the ball crashes through the floor.





Collect Stars in the upper right, then reverse gravity and go to this bonus room for a super Star bonanza.

Climb the ladders up to the moving platform and jump from it to the ledge overhead. When you walk to the left into the big rubber band you'll fly to the area ahead.



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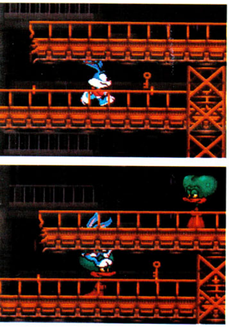

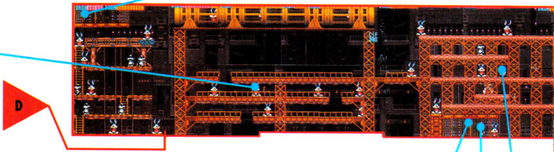

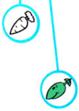

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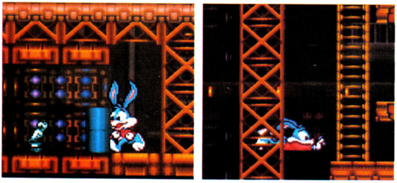

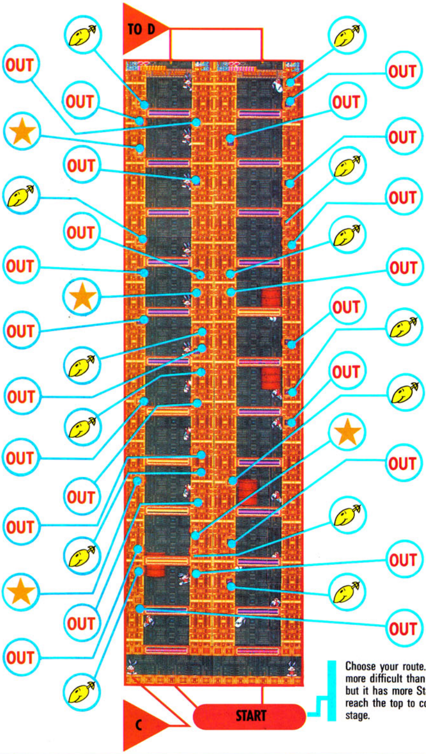
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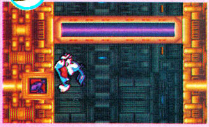
START

Refill Dash by running over the Silver Gogo Dodo panels.



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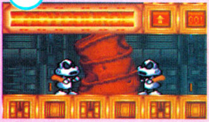
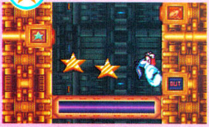
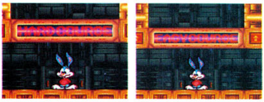


Add to your Star collection by running into the Star panels.





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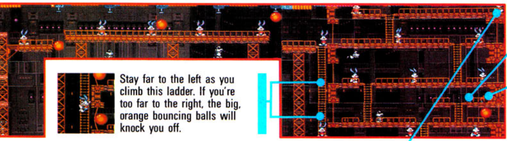

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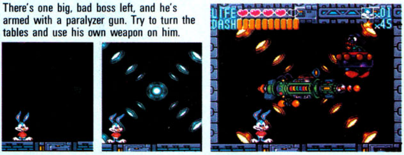
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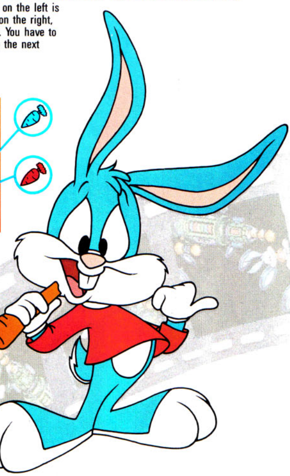

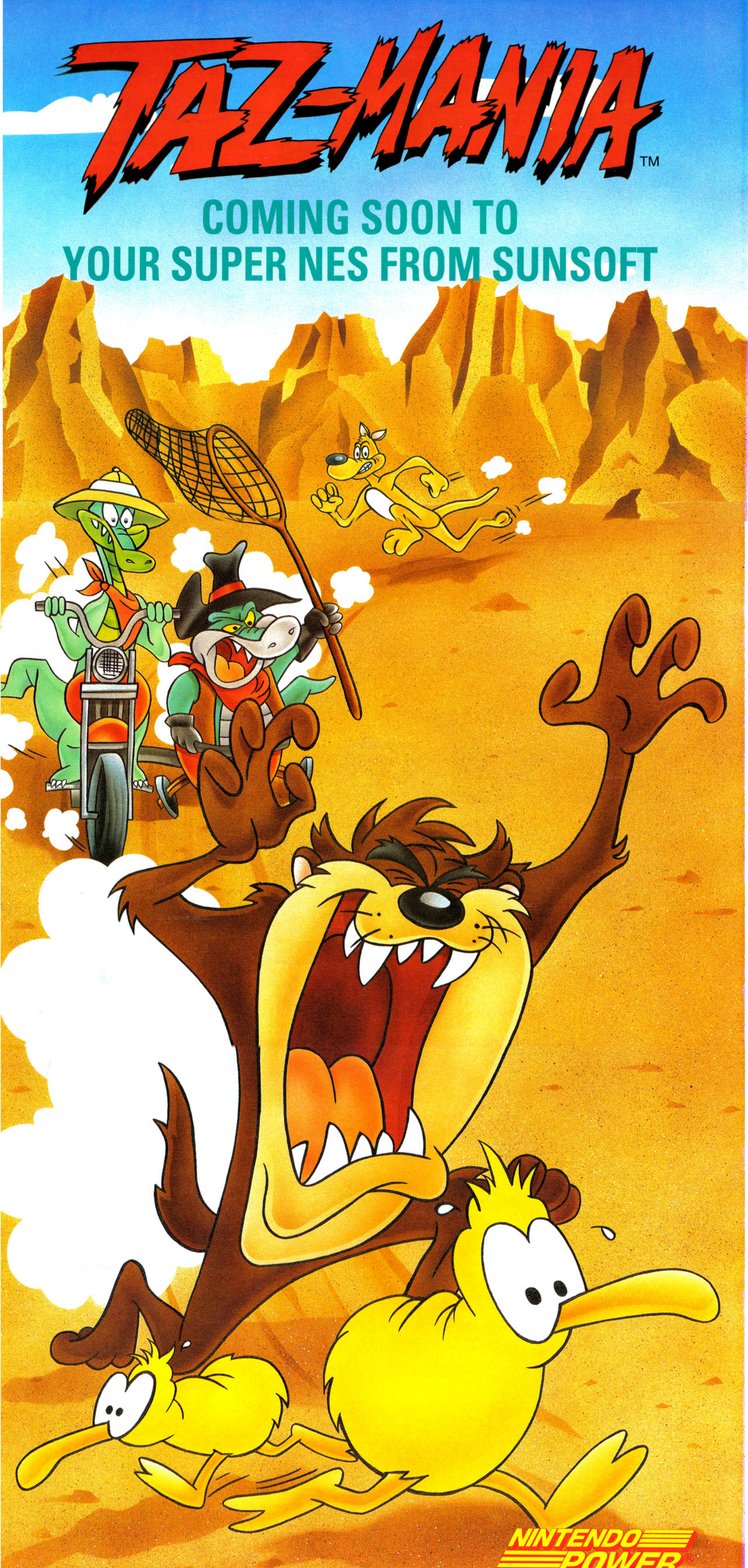
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COMING SOON TO
YOUR SUPER NES FROM SUNSOFT
NINTENDO POWER®

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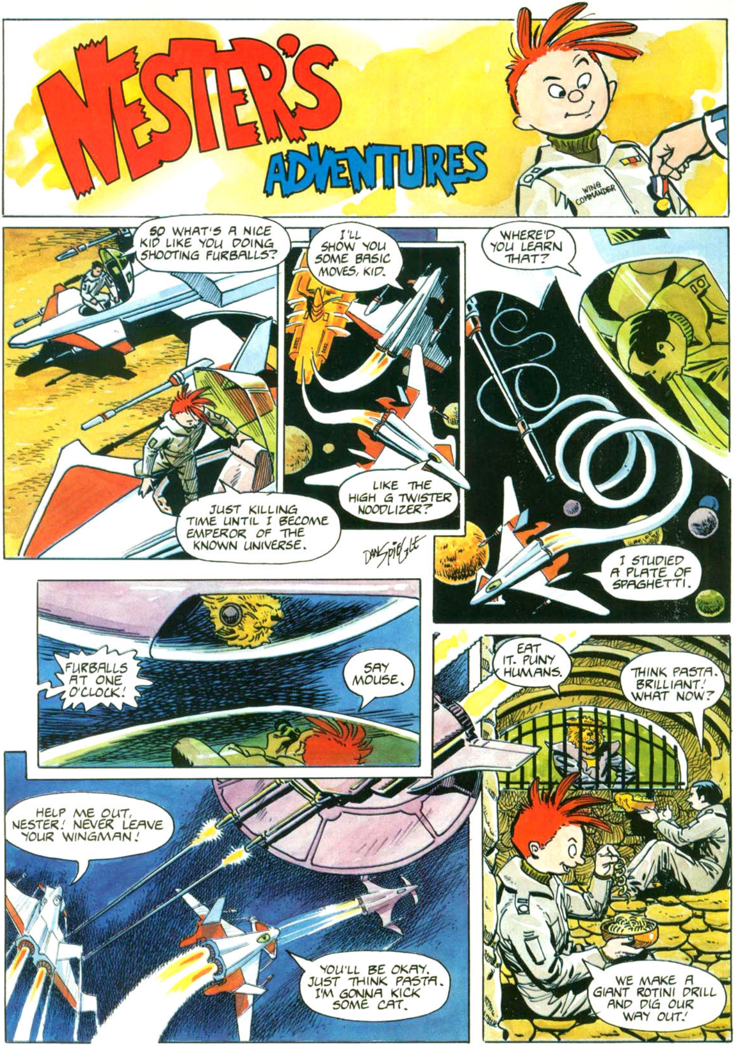
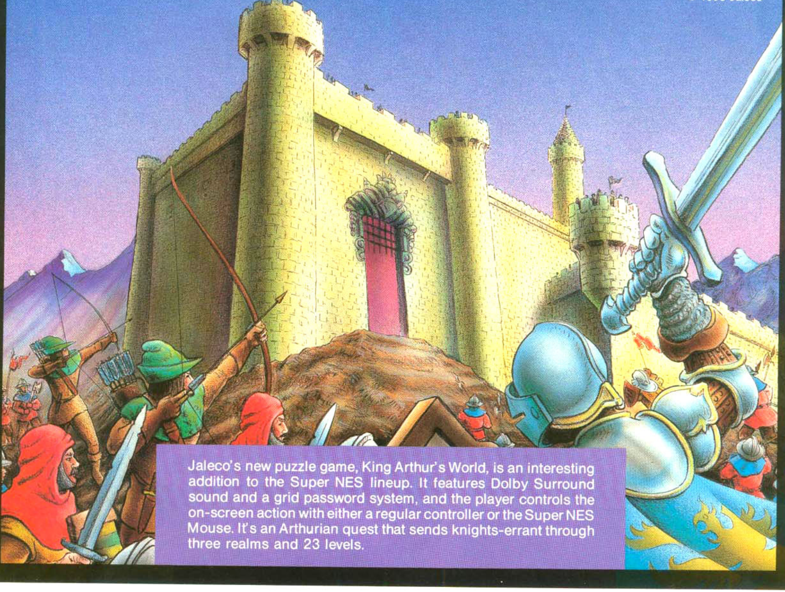

NESTER'S ADVENTURES
WING COMMANDER
SO WHAT'S A NICE KID LIKE YOU DOING SHOOTING FURBALLS?
JUST KILLING TIME UNTIL I BECOME EMPEROR OF THE KNOWN UNIVERSE.
I'LL SHOW YOU SOME BASIC MOVES, KID.
LIKE THE HIGH G TWISTER NOODLIZER?
WHERE'D YOU LEARN THAT?
I STUDIED A PLATE OF SPAGHETTI.
DAN SPIEGLE
FURBALLS AT ONE O'CLOCK!
SAY MOUSE.
HELP ME OUT, NESTER! NEVER LEAVE YOUR WINGMAN!
YOU'LL BE OKAY. JUST THINK PASTA. I'M GONNA KICK SOME CAT.
EAT IT. PUNY HUMANS.
THINK PASTA. BRILLIANT! WHAT NOW?
WE MAKE A GIANT ROTINI DRILL AND DIG OUR WAY OUT!

KING ARTHUR'S WORLD™

© 1993 Jaleco



Jaleco's new puzzle game, King Arthur's World, is an interesting addition to the Super NES lineup. It features Dolby Surround sound and a grid password system, and the player controls the on-screen action with either a regular controller or the Super NES Mouse. It's an Arthurian quest that sends knights-errant through three realms and 23 levels.

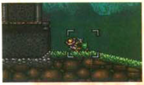
ARTHUR SEEKS A FEW GOOD MEN

King Arthur is about to set out on a new series of quests, and he has summoned brave men from throughout his kingdom to join him. His standards are high, and only the best among them will pass the rigorous test and become Arthurian knights. Those who do will follow him through quests in the "real" world—and beyond.

THE ROYAL ARMY

A successful army includes soldiers with specialized skills, and Arthur, a wise leader as well as a kind king, recruits a variety of talented and valiant men.

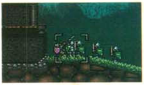
THE KING



Arthur is the game's key character. Only he can gather Gold, collect Keys, and confront enemy kings. He is a talented swordsman, but if he falls, the game is over. Keep him away from the action in a safe place while the others clear the way.

SKILLS

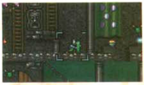
KNIGHTS



Knights are the strongest swordsmen. They emerge from the tent in groups of five and fight fiercely in hand-to-hand conflicts. Once you turn them loose, they march forward and battle on their own unless you command them to do otherwise.

SKILLS

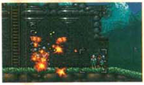
SOLDIERS



The backbone of Arthur's army, soldiers are most useful when they block oncoming attacks and flying objects with their great shields. They can withstand attack long enough for you to get other troops moving. They appear one at a time.

SKILLS

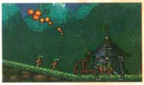
BARRELMEN



The Barrelmen are King Arthur's demolition squad. They carry large barrels of explosives and place them wherever you command them to. The barrels explode a few seconds after being placed, taking out any wooden structures or people in the area.

SKILLS

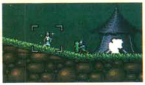
ENGINEERS



Engineers have many skills that are essential to the success of quests. They can fill spike-filled pits with barrels, build platforms to higher ground, ram enemy gates and doors, and even construct and operate fire-throwing catapults.

SKILLS

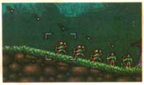
WHITE WIZARDS



Although they're incapable of defending themselves, White Wizards can cast spells that heal their allies and increase their strength. Once they cast their spells, they magically transport themselves back to the safety of the main tent.

SKILLS

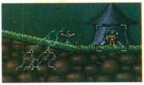
ARCHERS



Archers are useful for long-range attacks but weak at hand-to-hand combat. They have unlimited supplies of arrows and can shoot them at three trajectories. Keep your troops out of the way—Archers aren't very discriminating about who they hit.

SKILLS

BLACK WIZARDS



Black Wizards are masters of destructive magic. They are capable of several devastating spells. They can cause meteor showers, lightning storms and fireball attacks. Their Stun spells freeze enemy soldiers; Apocalypse wipes them out.

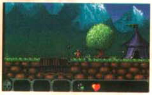
SKILLS

TRAIN THE TROOPS

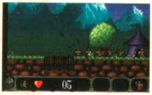
Playing through the nine Training Levels lets you learn how to use your troops most effectively. You'll progress from learning single skills to using combinations.

TRAINING LEVEL 1

You'll quickly learn that stepping into a pit is deadly. Wait for the disappearing bridge to form before you send your Archers over to eliminate the enemy Slingers who throw stones from atop the castles. Practice using the various trajectories.



Stop to the right of the pit and wait for the bridge to form.

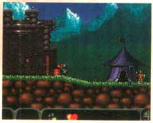


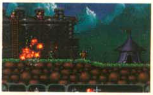
Send Archers out to fire on the Slingers from a safe distance.

NUMBER OF MEN		ENGINEERS	0
KNIGHTS	0	ARCHERS	25
SOLDIERS	0	WHITE WIZARDS	0
BARRELMEN	0	BLACK WIZARDS	0

TRAINING LEVEL 2

First move King Arthur to the left of the tent, out of danger, then send a Barrelman out to leave a barrel by the castle door. After it blows, send another one out to put a barrel under the Pulverizer. Send Arthur after the last door is blasted.



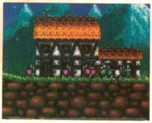


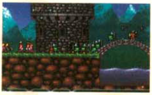
Barrelmen can blast not only the door but the Pulverizer as well.

NUMBER OF MEN		ENGINEERS	0
KNIGHTS	0	ARCHERS	0
SOLDIERS	0	WHITE WIZARDS	0
BARRELMEN	25	BLACK WIZARDS	0

TRAINING LEVEL 3

It's an all-out attack in Training Level 3, where you'll send some Knights out immediately to battle the oncoming enemy troops. While they fight automatically, place a Soldier where he can use his giant Shield to delay the enemy's approach.



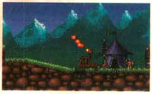


While a Soldier holds the enemy back, send Knights in to fight.

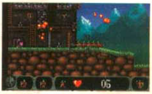
NUMBER OF MEN		ENGINEERS	0
KNIGHTS	20	ARCHERS	0
SOLDIERS	20	WHITE WIZARDS	0
BARRELMEN	0	BLACK WIZARDS	0

TRAINING LEVEL 4

Now you'll learn to use Engineers to prepare the path for other party members. First, have them fill the spike pit, then build a Catapult and burn the Slinger. Call out more Engineers and have them build a Platform up to the next level of turf.



The Engineer who builds the Catapult also becomes its operator.

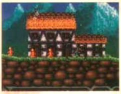


Select the battering-ram icon and have them break down the door.

NUMBER OF MEN		ENGINEERS	25
KNIGHTS	0	ARCHERS	0
SOLDIERS	0	WHITE WIZARDS	0
BARRELMEN	0	BLACK WIZARDS	0

TRAINING LEVEL 5

Learn to use magic spells in Training Level 5. Start by sending out your lone Soldier and placing him where he can hold the enemy back while you summon a Black Wizard.



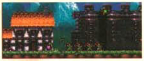
NUMBER OF MEN		ENGINEERS	0
KNIGHTS	0	ARCHERS	0
SOLDIERS	1	WHITE WIZARDS	10
BARRELMEN	0	BLACK WIZARDS	10

Well done!

You have completed the test.

TRAINING LEVEL 6

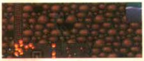
Send a Barrelman out to destroy both the castle gate and the Pulverizers inside. Next, send Archers to attack the oncoming foot soldiers. Select the icon for the low arrow trajectory.



NUMBER OF MEN		ENGINEERS	0
KNIGHTS	0	ARCHERS	10
SOLDIERS	0	WHITE WIZARDS	0
BARRELMEN	10	BLACK WIZARDS	0

TRAINING LEVEL 7

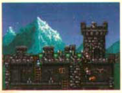
You'll have to manage men with varied skills in this level. Send Knights out to attack and station a Soldier to protect Arthur. Send a Barrelman down into the cave to blow through the door.



NUMBER OF MEN		ENGINEERS	0
KNIGHTS	20	ARCHERS	20
SOLDIERS	20	WHITE WIZARDS	0
BARRELMEN	10	BLACK WIZARDS	0

TRAINING LEVEL 8

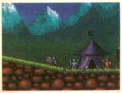
Begin by filling the pit just outside the tent, then get an Engineer busy building a Catapult. Pelt the heavily populated castle with fireballs before advancing.



NUMBER OF MEN		ENGINEERS	10
KNIGHTS	10	ARCHERS	10
SOLDIERS	10	WHITE WIZARDS	0
BARRELMEN	10	BLACK WIZARDS	0

TRAINING LEVEL 9

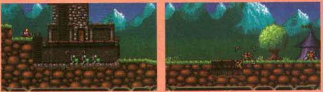
You'll start this, the last, Training Level with a little bit of everything. First, post a Soldier where he can protect the king by deflecting the huge rolling boulder.



NUMBER OF MEN		ENGINEERS	25
KNIGHTS	25	ARCHERS	20
SOLDIERS	15	WHITE WIZARDS	1
BARRELMEN	10	BLACK WIZARDS	1

PITCH A TENT

If you walk into a dangerous situation where your group is over-matched, use the Return to Tent command and press X. Your men automatically warp back to the tent, saving them possible damage on the return trip.



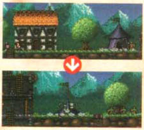
You don't have to watch your troops make the long trip back to the tent. Command them to Return to the Tent, then press the X Button. The screen will return to the tent, and your men will be inside, safe and sound.

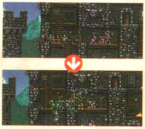
INTO THE REAL WORLD

After the Training Levels, you set out into the cold, cruel, Real World Realm. Each level in the realm has a castle that you must conquer to make its king surrender.

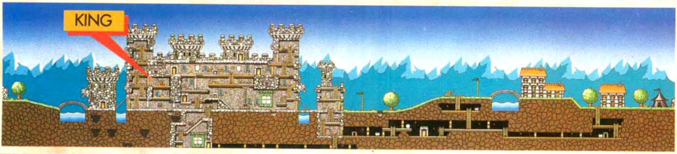
BATTLE OF HIGH CASTLE

The first challenge in the Real World is to take High Castle. First send some Archers out to wipe out some troublesome enemies, then send your Engineers to set up a temporary base camp outside near the castle. Don't bother trying the underground route—there's no escape from it.


It's a long trip to High Castle. Set up a tent base outside the castle.

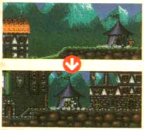

Send Knights into the castle to clear as many enemy soldiers as possible.

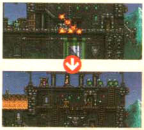
NUMBER OF MEN	
KNIGHTS	30
SOLDIERS	30
BARRELMEN	5
ENGINEERS	25
ARCHERS	30
WHITE WIZARDS	2
BLACK WIZARDS	1



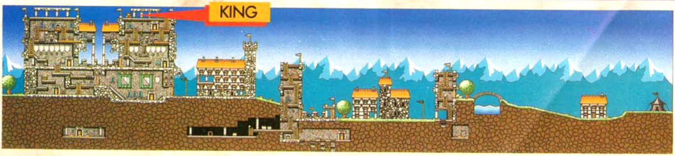
BATTLE OF WINDSOR TOWERS

The twin towers of the mighty Windsor Castle are visible in the distance, and enemy soldiers fire from both. Send Engineers out to construct a Catapult and firebomb as many of the enemy as possible. Later, order Knights to lead the way into the castle in advance of Arthur.


You'll need to work from a half-way point. Set up base camp near the castle.

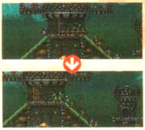

Send a Barrelman in to blast the Pulverizer guarding the Windsor king.

NUMBER OF MEN	
KNIGHTS	30
SOLDIERS	40
BARRELMEN	5
ENGINEERS	20
ARCHERS	50
WHITE WIZARDS	4
BLACK WIZARDS	4

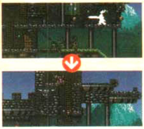


CONQUEST OF THE BUTLERS

The Slingers high in the castle tower make venturing out of the tent treacherous. Either send Archers out right away or have Engineers build a Catapult and fire on the tower. Next, send Knights out ahead and have Engineers construct a Battering Ram to break down the door.

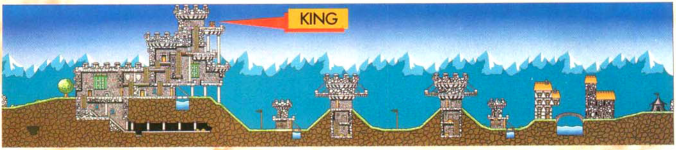


Protect your defenseless Engineers by ordering Archers or Knights out ahead.



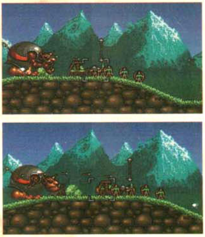
It will be easier to reach the king if Archers shoot down enemy beams.

NUMBER OF MEN	
KNIGHTS	20
SOLDIERS	20
BARRELMEN	3
ENGINEERS	20
ARCHERS	20
WHITE WIZARDS	0
BLACK WIZARDS	0

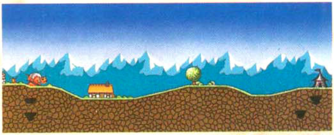


MACOGRE OF THE HIGHLANDS

MacOgre is a cruel, blood-thirsty tyrant who feasts on the peasants' sheep. In fact, he takes just about anything that strikes his fancy. Find a level spot on the hill and build a Catapult there, then send Archers out to protect the flanks as the Engineers pelt the area with fire.



NUMBER OF MEN		ENGINEERS	20
KNIGHTS	30	ARCHERS	50
SOLDIERS	40	WHITE WIZARDS	2
BARRELMEN	5	BLACK WIZARDS	2



THE REALMS BEYOND

After clearing the Real World of monstrous kings, Arthur enters more mystic realms, The Goblin Underworld and the Cloud World. Magic plays a greater role in both.

CLASSIFIED INFORMATION

NINTENDO POWER TOP SECRET

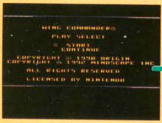
WING COMMANDER

FROM AGENT #206

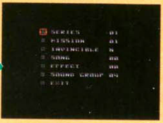
Stage Select

Our agents have been playing the fantastic space combat game, Wing Commander, and have uncovered a Stage Select code. With over 30 different missions, this game has a stage select that lets you jump to some of the later missions in the game. To enter the code, press the following buttons on the Title Screen: B, A, B, Y, B, Y, L, A, R, A, and Start. If you have entered the code correctly, you should go to an options menu. You can choose any of the missions from the 13 different areas. The code will also give you the Sound Effects test and let you become invincible if you wish.

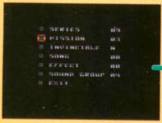
B, A, B, Y, B, Y, L, A, R, A, and Start


WING COMMANDER
PLAY SELECT
START
CONTINUE
COPYRIGHT © 1990 ORIGIN
COPYRIGHT © 1992 MINDSCAPE INC
ALL RIGHTS RESERVED
LICENSED BY NINTENDO

Wait for the Title Screen to appear before entering the code.


SERIES 01
MISSION 01
INVINCIBLE N
SONG 00
EFFECT 00
SOUND GROUP 04
EXIT

Press B, A, B, Y, B, Y, L Button, A, R Button, A, then Start to enter the code.


SERIES
MISSION 03
INVINCIBLE N
SONG 00
EFFECT 00
SOUND GROUP 04
EXIT

You can select missions from any of the 13 areas, as well as become invincible.

Practice up on later stages, then go back and play the game all the way through.

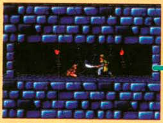
PRINCE of PERSIA

by Jordan Mechner

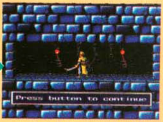
FROM AGENT #415

Stage Jump

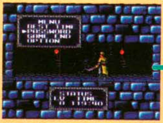
When playing Prince of Persia for the Super NES, you may run out of time before you can finish the game. Agent #415 found a way to jump to the end of the game without taking any time off the clock. Start a new game and immediately allow yourself to be defeated. You can do this by dropping down two screens and running to the right until you bump into the guard. When the message "Press button to continue" appears, press the Select Button and select the Password option to receive a password. Write down the password, then reset the game. Choose the Continue option at the beginning of the game and enter the new password. You will start on level 20 with all the time you had before, as well as the same number of life bottles. The Evil Jaffar still stands between you and your princess. You must defeat him to see the end of the game, and that may prove impossible for all but the best game players!



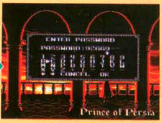
Start a new game and immediately allow yourself to be defeated.


Press button to continue

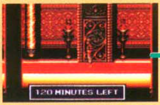
Wait until the message "Press button to continue" appears.


MENU
BEST TIME
▶PASSWORD
GAME END
OPTION
STATUS

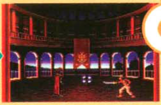
Press Select, then choose the Password option.


ENTER PASSWORD
CANCEL
OK
Prince of Persia

Re-enter the password when you reset the game, and you will skip to the end of the game.



You will have all of your time but only three life bottles.



Defeat the Evil Jaffar and you can see the end of the game.

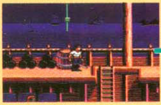
SKULJAGGER

■ From Agent #891

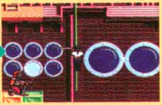
Secret Areas

Skuljagger for the Super NES is full of secret tricks and areas. Some of the areas that have been found in Chapter 2 by our agents can be explored by following the directions below. These are just a few of the many secret areas programmed into the game.

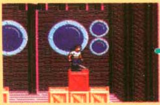
CHAPTER 2 - AREA 1



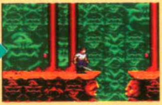
From the beginning, walk to the right and climb all the way down the first ladder.



Continue to the right and climb down the green rope to the bottom.

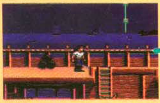


Work your way all the way right to the red crate and stand on top of it.

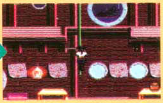


Press Down, then the R Button. You will enter the Secret Fantasy Zone.

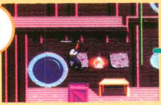
CHAPTER 2 - AREA 2



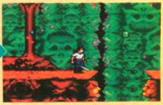
From the beginning, walk to the right and climb down the first ladder.



Walk to the right and climb down the green rope, all the way to the bottom.

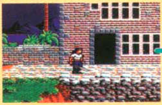


Walk left to the purple crate and stand on top of it.

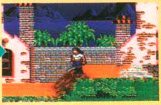


Jump up three times, then press the L Button to enter the Secret Fantasy Zone.

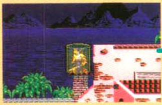
CHAPTER 2 - AREA 3



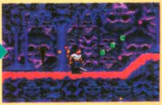
From the beginning of Area 3, work your way towards the right.



Watch along the tops of the buildings for the third chimney.



While standing on top of the chimney, press Down then the R Button.

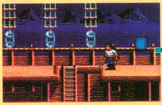


Watch out for the falling Stalactites while you are in the Secret Fantasy Zone.

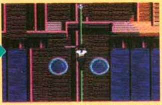
Secret Ending

One third of all the levels in this game have secret alternative endings. The secret endings are tough to find but they usually have many Power-Ups hidden in them. In Chapter 2 there is a secret exit in the second area. Follow the directions shown in the photos below to find the secret ending.

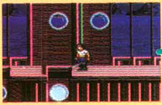
CHAPTER 2 - AREA 2



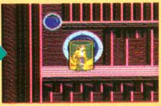
Work your way to the end of Area 2, but don't pick up the large blue Jemerald.



Walk to the left, climb down the first ladder and down the first green rope.



Walk to the left and drop down the first hole in the floor.



Stand in front of the first large porthole and press the Y Button.

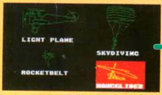
CLASSIFIED INFORMATION

Pilotwings™

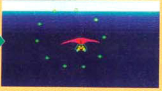
FROM AGENT #992

Fly Around The World

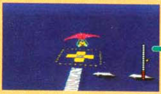
This trick for Pilotwings requires either a turbo controller or a VERY fast thumb. Our agents have discovered a way to fly all the way around the world in one of the bonus flights! When you are flying the Hang Glider, you can find a secret bonus flight when you land on the Skydiving platform. During the bonus flight you must press the A Button repeatedly, in order to fly the Birdman as far out to sea as you can. If you use a controller that has a turbo feature and set it for the A Button, the Birdman will continue to fly past the score markers. If you fly far enough, you will eventually return to the beach where you took off. This trick will only get you 50 extra points, but it is cool to play with!


LIGHT PLANE
SKYDIVING
ROCKETBELT
HANG GLIDER

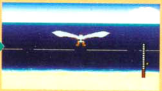
Choose to fly the Hang Glider when you are selecting one of the tests.



Complete the hang glider curriculum but don't land on the normal landing pad.



Land on the skydiving platform and you will go to the bonus flight.



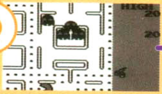
Use a turbo controller to repeatedly hit the A button. Keep flying to go around the world.

PAC-MAN

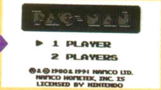
FROM AGENT #422

Full Screen Code

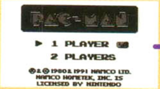
The classic arcade game Pac Man has come to the Game Boy. Avoiding the Ghosts in Pac-Man is tough when you only see one section of the screen at a time. This code lets you see the entire playing screen, making it easier to avoid all of the ghosts. When you are starting a new game, press Left or Right on the Control Pad to make a one-half symbol appear next to Player I. When you press the Start Button, the entire play field will appear on your screen.



It can be tough to avoid the Ghosts when you can't see the entire playing screen.


PAC-MAN
▶ 1 PLAYER
2 PLAYERS
©&© 1980 & 1991 NAMCO LTD.
NAMCO HOMETEK, INC. IS
LICENSED BY NINTENDO

When you are starting a new game, press Left or Right on the Control Pad.


PAC-MAN
▶ 1 PLAYER
2 PLAYERS
©&© 1980 & 1991 NAMCO LTD.
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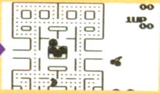
When a one-half symbol appears next to Player 1, press the Start Button.



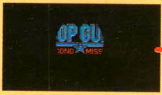
The smaller full screen will make it easier to avoid the Ghosts, but it will be harder to see.

TOP GUN THE SECOND MISSION™

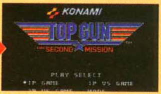
FROM AGENT #603

Extra Fighters

You have to be a top-rate pilot in order to do well at Top Gun 2 for the NES. Extra help can be found in the form of three extra airplanes when you use this code found by Agent #603. Enter the famous Konami Code when the spotlights appear on the title screen. In case you don't remember the Konami Code, it is as follows: Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. After entering the code you should hear a tone that indicates it has been entered correctly. When you are playing the game you must first score 20,000 points before you will receive the extra airplanes. This code can help you make it to the later missions in the game, possibly even to the end!

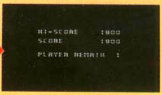


Enter the code while you are on the Title Screen.


KONAMI
TOP GUN
THE SECOND MISSION
PLAY SELECT
1P GAME
1P VS GAME

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

If you enter the code correctly you will hear a tone, and you will start playing.


HI-SCORE
SCORE
PLAYER REMAIN

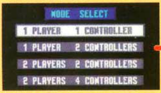
When your score reaches 20,000 points you will receive 3 extra planes.

SMASH T.V.

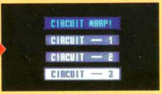
FROM AGENT #592

Circuit Select

Smash T.V. has some of the fastest action around for the NES. Because it is so fast, finishing it can sometimes seem impossible. Here is a code that will allow you to explore the later circuits without having to play through the game. When you are at the Player Select screen choose the number of players with Controller I. On Controller II, hold Down on the Control Pad and the B Button at the same time. While you are holding these, press the Start Button on Controller I. You can choose any stage you want from the Circuit Select screen.



On the Player Select screen, choose the number of players you want.



Hold Down and B on Controller II, then press Start on Controller I.

SUPER SPY HUNTER

FROM AGENT #646

Powered-Up Car

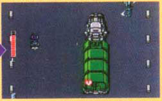
With this code that our agents have found, you will be able to power up your car anytime before you get to a boss. To enter the code–first press the Start Button to pause the game, then press the following buttons: Up, Up, B, Right, Right, B, Down, B, Down, B, Left, Left, A. Press the Start Button again and you will resume play with a completely powered-up car. You can enter this code as many times as you want, as long as you are not fighting a boss. With this code you should be able to defeat even the toughest enemies!

STAGE 1
REST 5

While you are playing the game, press the Start Button to pause.

Press Up, Up, B, Right, Right, B, Down, B, Down, B, Left, Left, and A while the game is paused.

Press the Start Button again to resume play with a powered up car.



You can use this code anytime, except when you are fighting a boss.

POWER PUNCH II

FROM AGENT #613

Fight Select

Power Punch II puts you in the ring against a wide range of strange alien fighters. Some of these aliens can seem almost impossible to defeat. With this code you can test your strength against any of the fighters. Enter this code before a fight and you will skip to the next fighter. When you see the picture of the next fighter, Hold the A, B, and Select Buttons, then press the Start Button. You can skip as many fighters as you would like, or skip all the way to the end credits.

Enter the code on the screen with the picture of the next fighter.

Hold down the A, B, and Select Buttons, then press Start

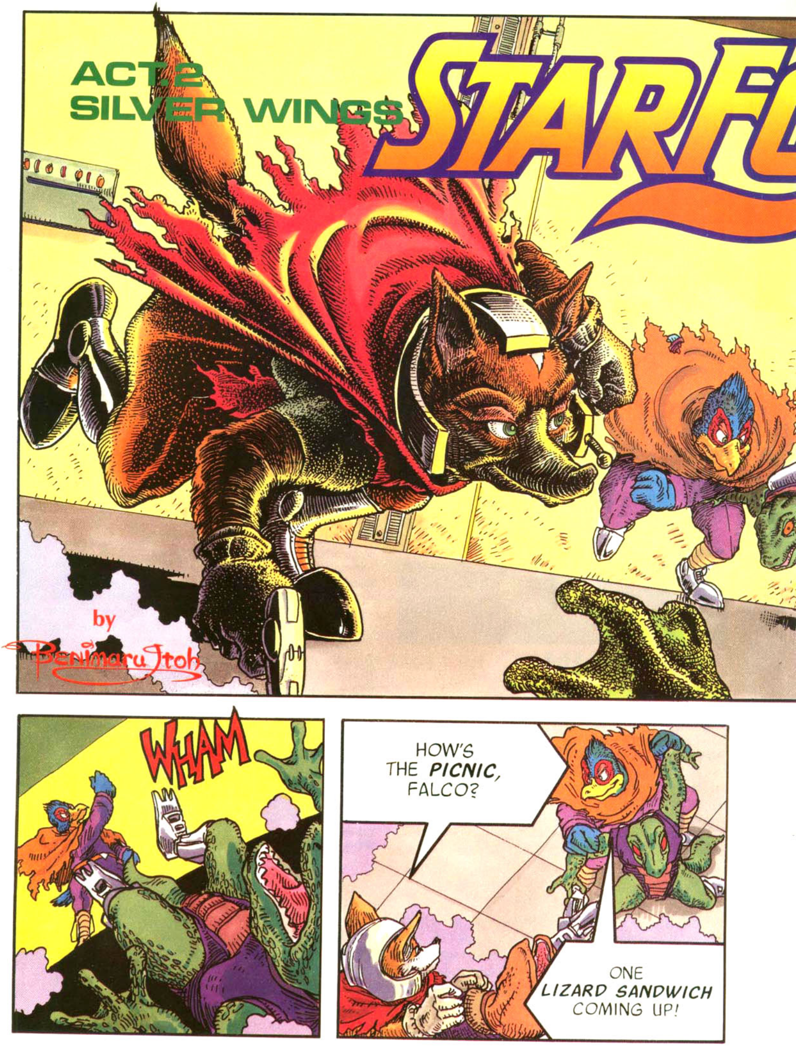
WANTED: SPECIAL AGENTS

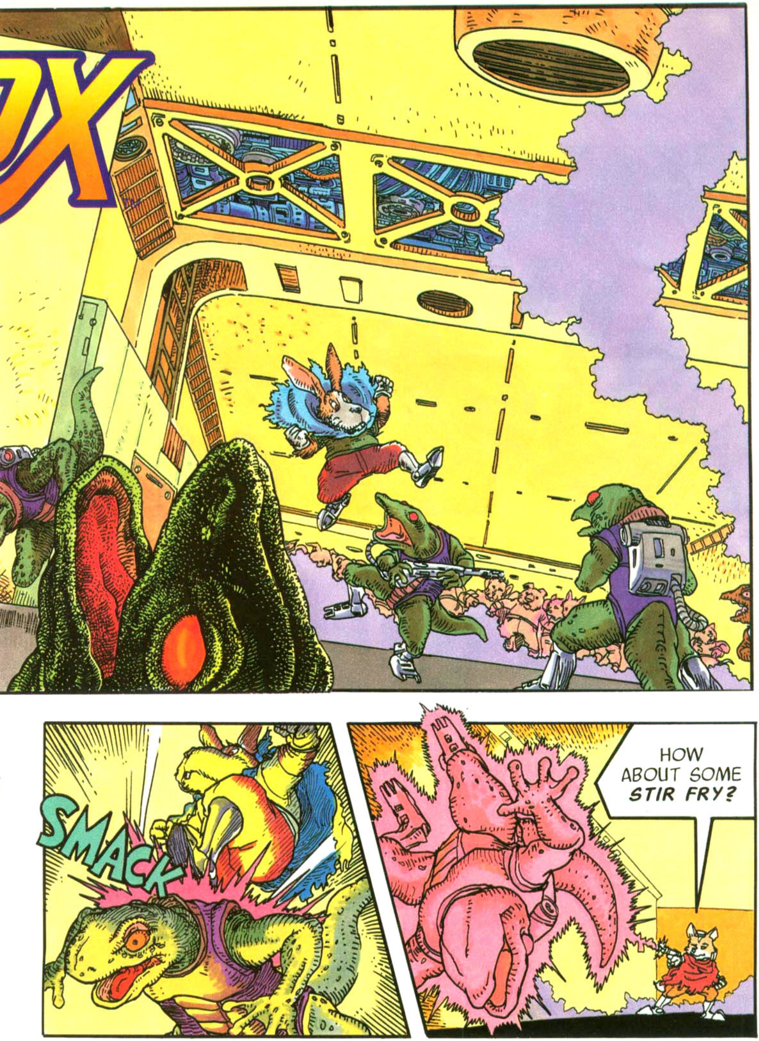
A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own agent Number (3 digits) and be sure to include it with your tips.

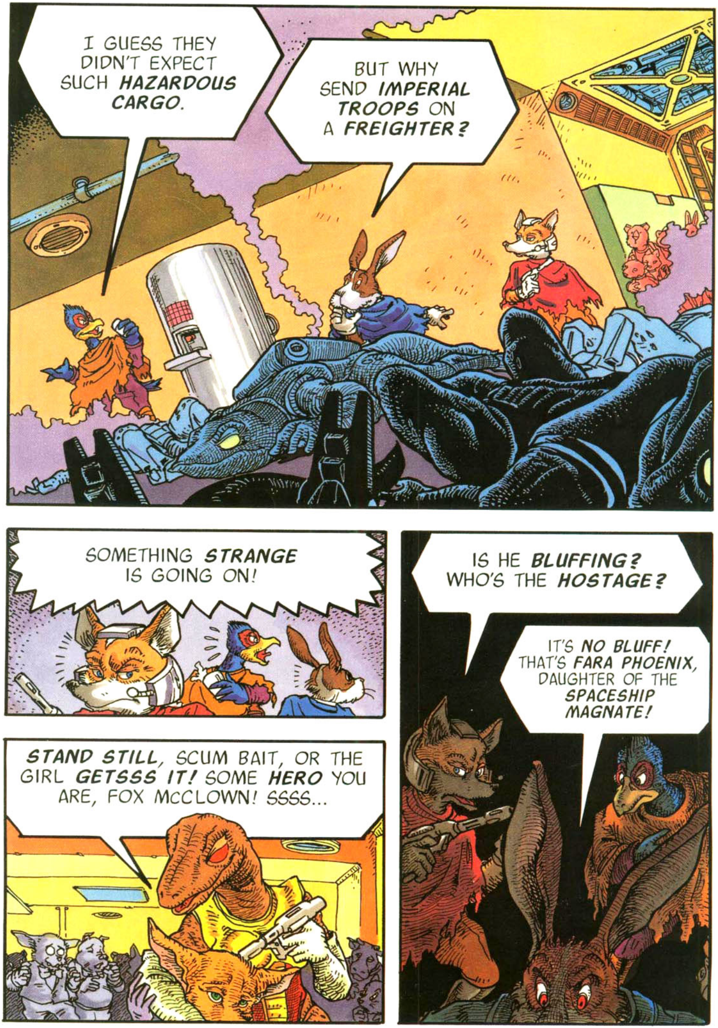
Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

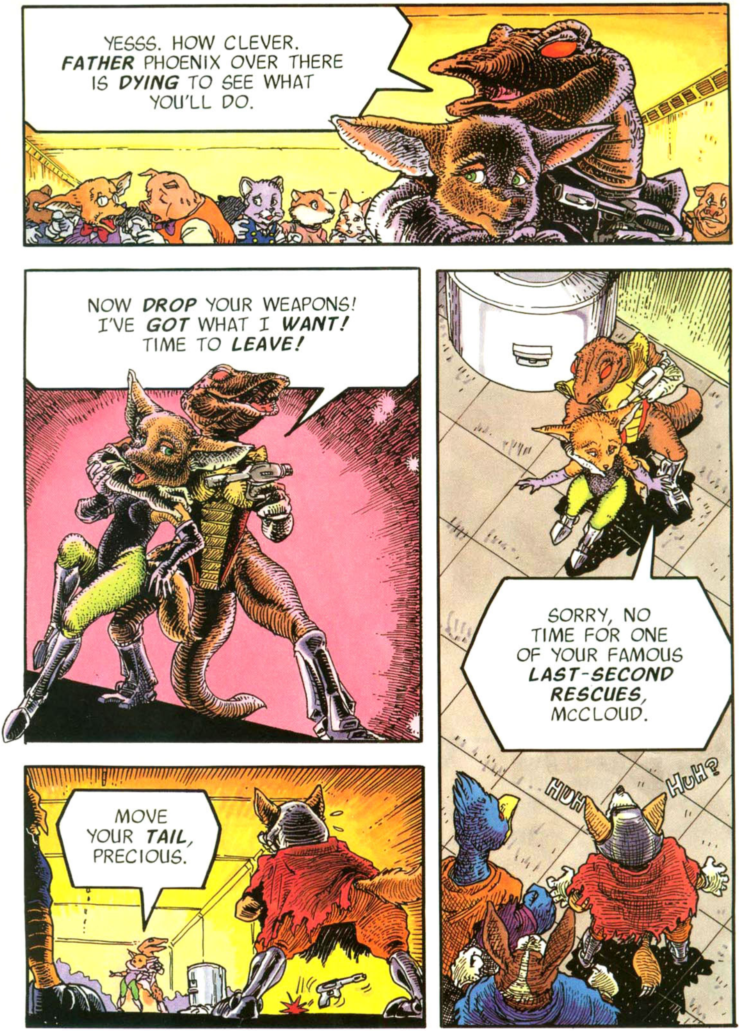
ACT.2 SILVER WINGS

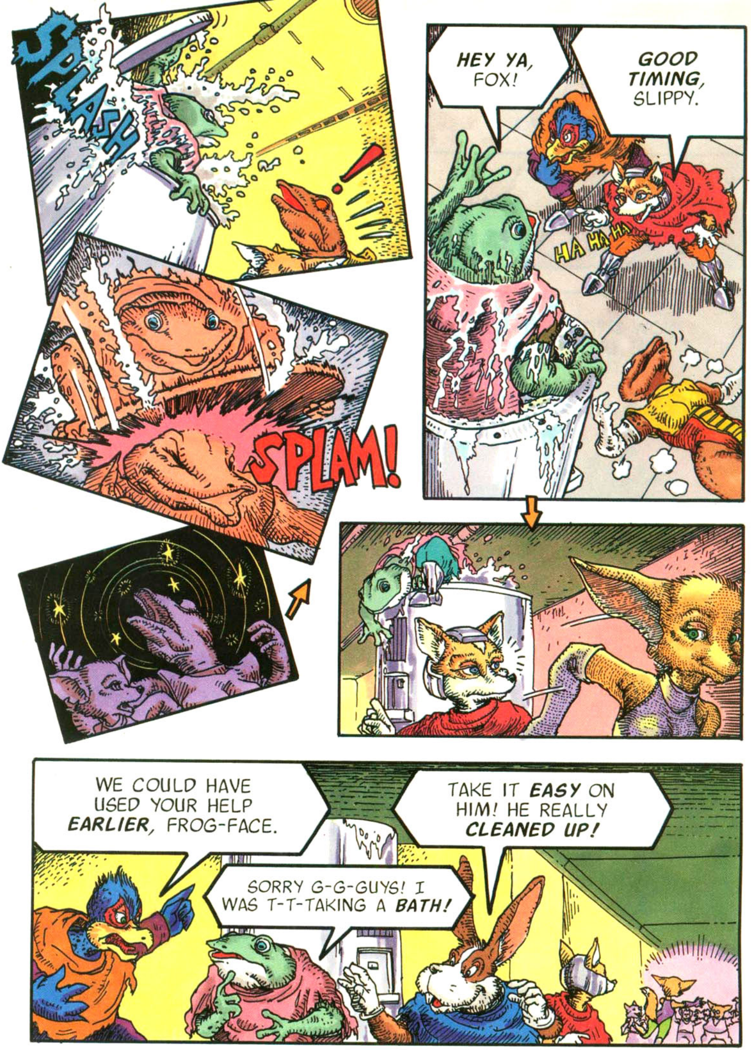
by Benimaru Itoh

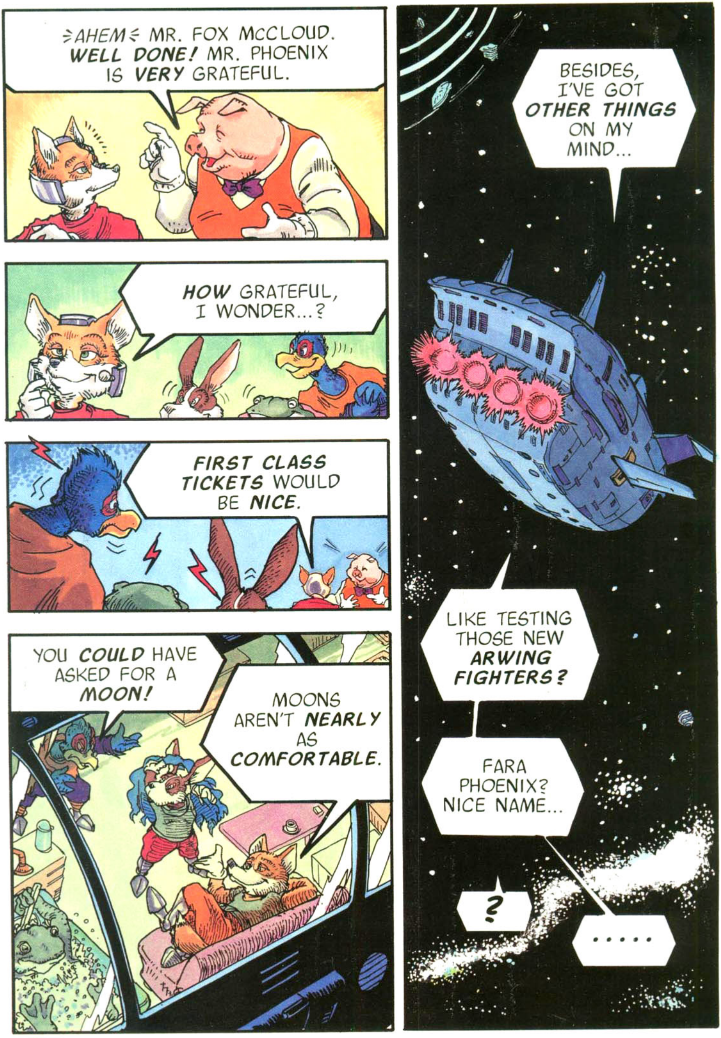

STARF
WHAM
HOW'S THE *PICNIC,* FALCO?
ONE *LIZARD SANDWICH* COMING UP!

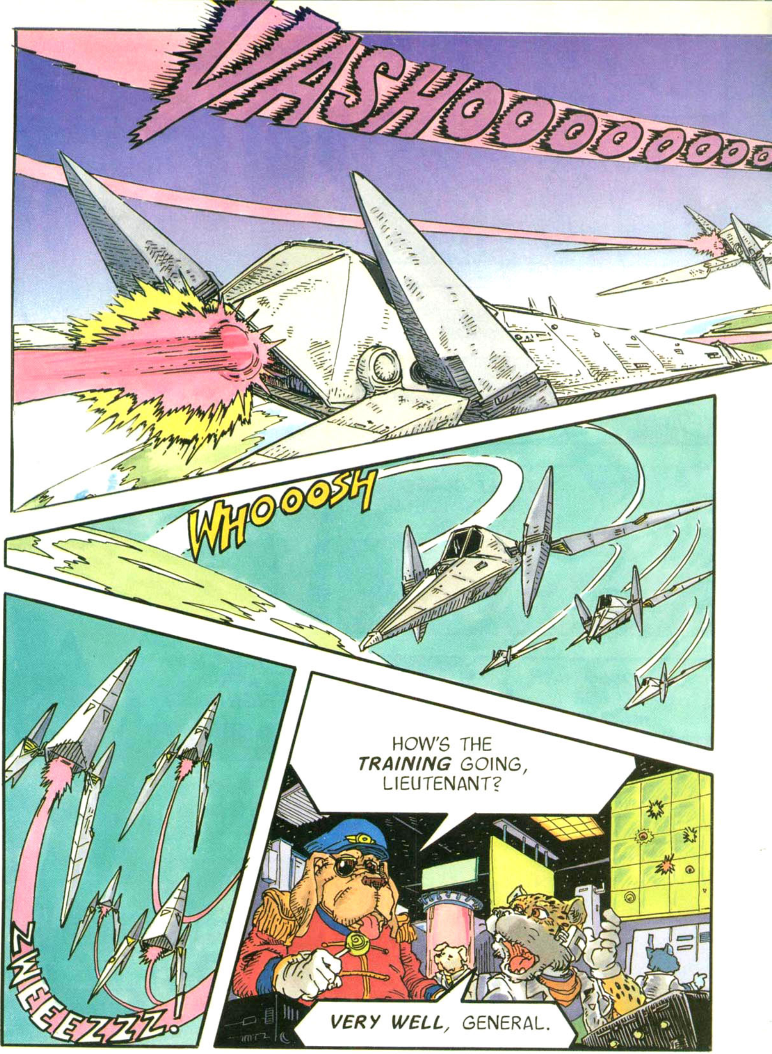

SMACK
HOW ABOUT SOME *STIR FRY?*

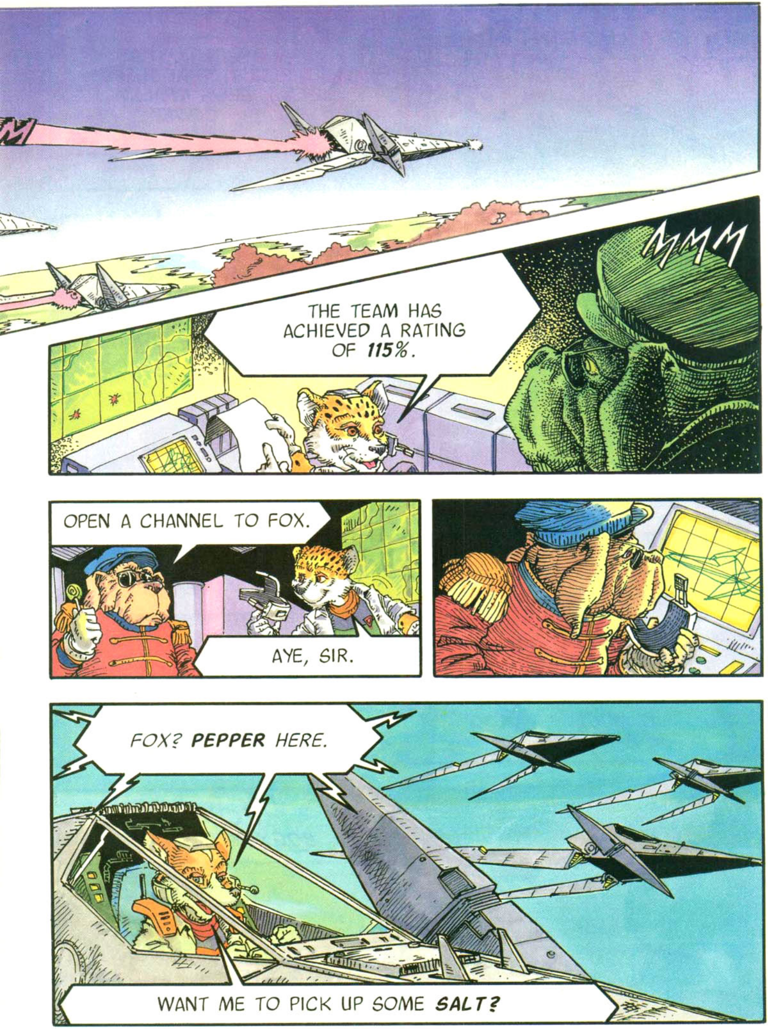

I GUESS THEY DIDN'T EXPECT SUCH **HAZARDOUS CARGO.**
BUT WHY SEND **IMPERIAL TROOPS** ON A **FREIGHTER?**
SOMETHING **STRANGE** IS GOING ON!
STAND STILL, SCUM BAIT, OR THE GIRL **GETSSS IT!** SOME **HERO** YOU ARE, FOX McCLOWN! SSSS...
IS HE **BLUFFING?** WHO'S THE **HOSTAGE?**
IT'S **NO BLUFF!** THAT'S **FARA PHOENIX**, DAUGHTER OF THE **SPACESHIP MAGNATE!**

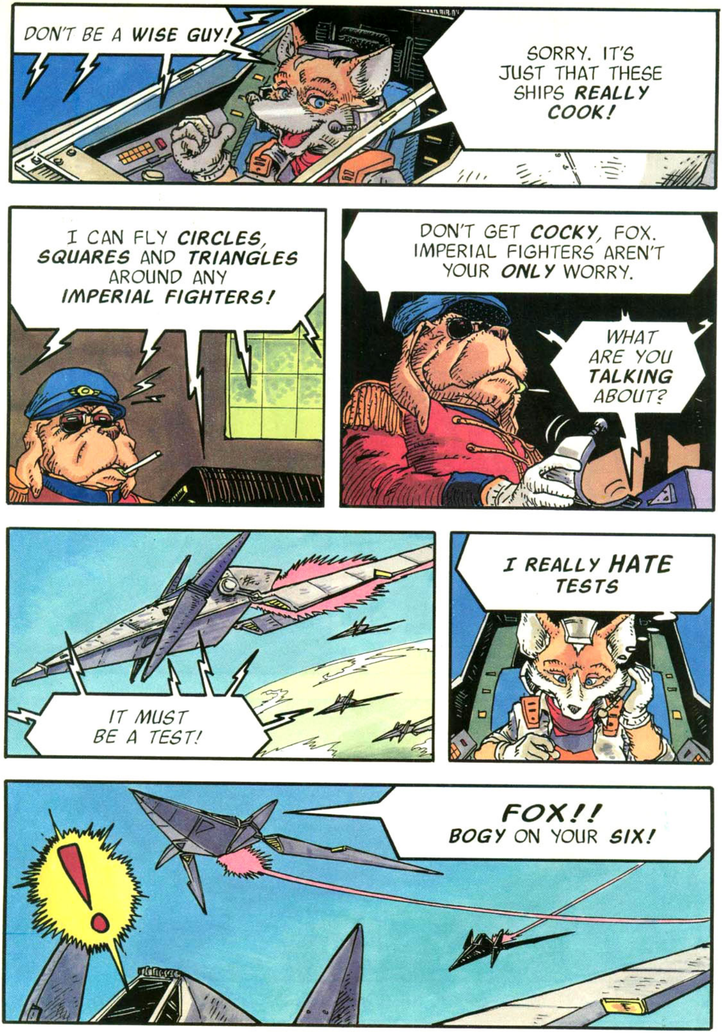

YESSS. HOW CLEVER. **FATHER** PHOENIX OVER THERE IS **DYING** TO SEE WHAT YOU'LL DO.
NOW **DROP** YOUR WEAPONS! I'VE **GOT** WHAT I **WANT!** TIME TO **LEAVE!**
SORRY, NO TIME FOR ONE OF YOUR FAMOUS **LAST-SECOND RESCUES,** McCLOUD.
MOVE YOUR **TAIL,** PRECIOUS.
HUH
HUH?

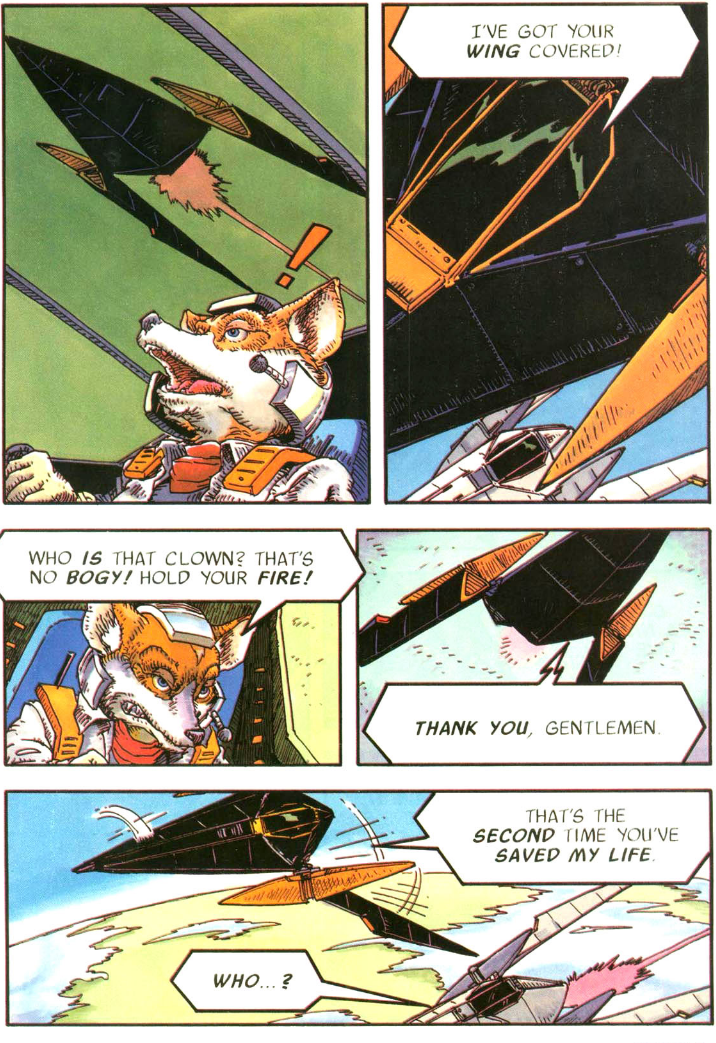

SPLASH
!
SPLAM!
HEY YA, FOX!
GOOD TIMING, SLIPPY.
HA HA HA
WE COULD HAVE USED YOUR HELP EARLIER, FROG-FACE.
TAKE IT EASY ON HIM! HE REALLY CLEANED UP!
SORRY G-G-GUYS! I WAS T-T-TAKING A BATH!

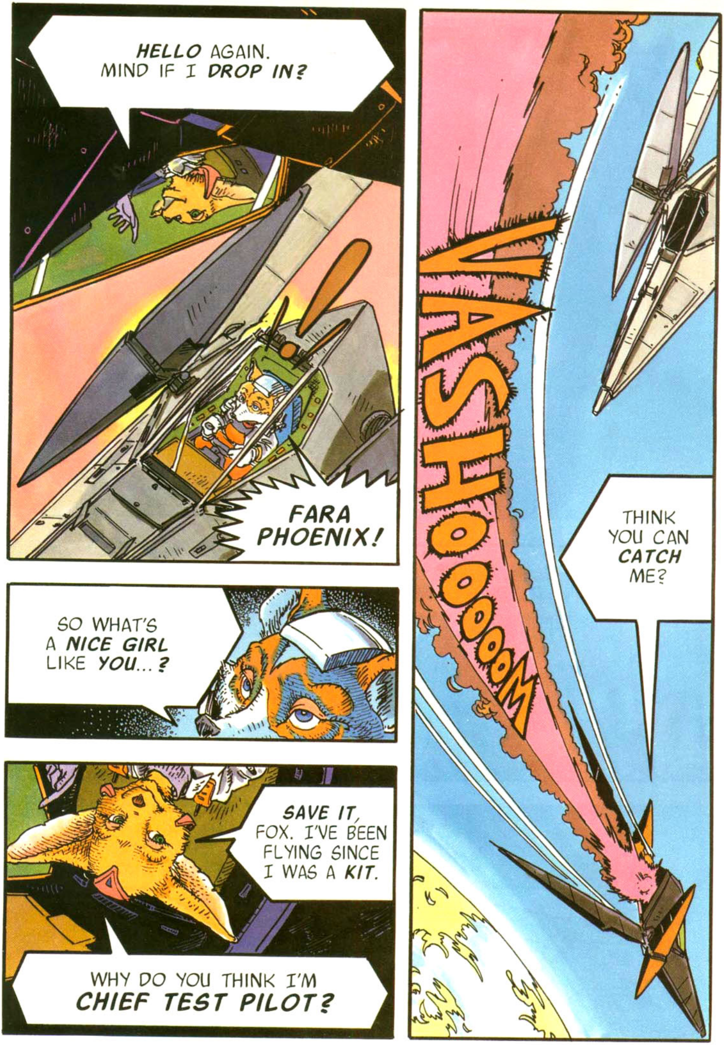

⇒AHEM⇐ MR. FOX McCLOUD. **WELL DONE!** MR. PHOENIX IS **VERY** GRATEFUL.
HOW GRATEFUL, I WONDER...?
FIRST CLASS TICKETS WOULD BE **NICE.**
YOU **COULD** HAVE ASKED FOR A **MOON!**
MOONS AREN'T **NEARLY** AS **COMFORTABLE.**
BESIDES, I'VE GOT **OTHER THINGS** ON MY MIND...
LIKE TESTING THOSE NEW **ARWING FIGHTERS?**
FARA PHOENIX? NICE NAME...
?
.....

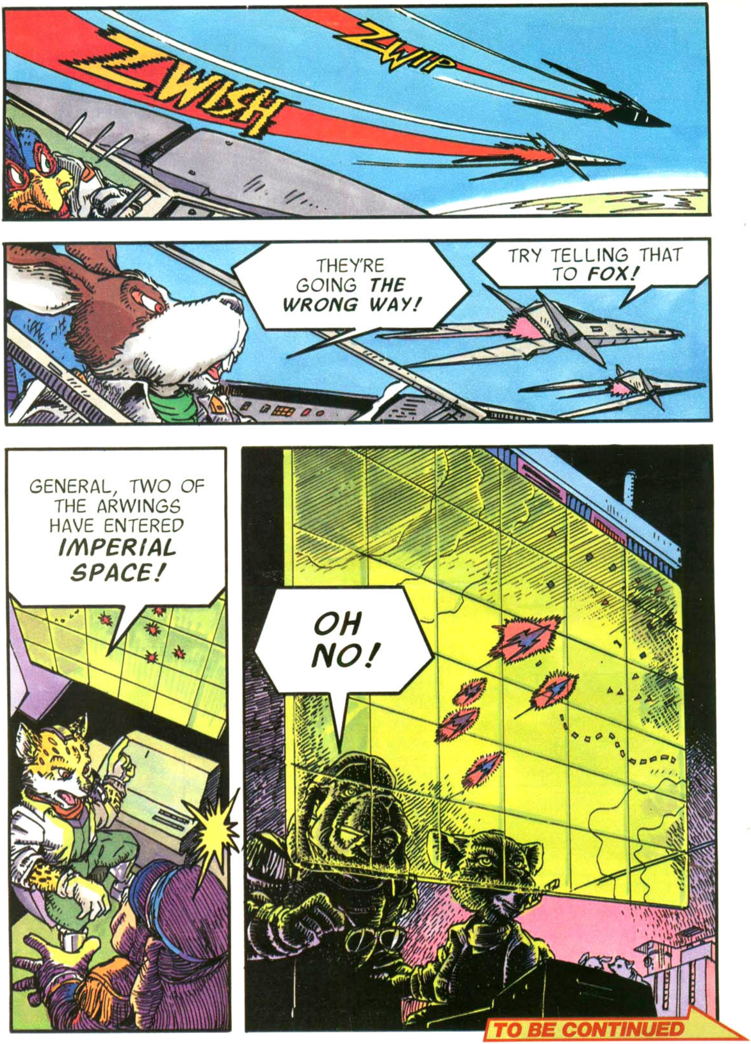

VASHOOOOOOOO
WHOOOSH
ZWEEEZZZ!
HOW'S THE *TRAINING* GOING, LIEUTENANT?
VERY WELL, GENERAL.


MMM
THE TEAM HAS ACHIEVED A RATING OF **115%**.
OPEN A CHANNEL TO FOX.
AYE, SIR.
*FOX? **PEPPER** HERE.*
WANT ME TO PICK UP SOME ***SALT?***


DON'T BE A **WISE GUY!**
SORRY. IT'S JUST THAT THESE SHIPS **REALLY COOK!**
I CAN FLY **CIRCLES, SQUARES** AND **TRIANGLES** AROUND ANY **IMPERIAL FIGHTERS!**
DON'T GET **COCKY,** FOX. IMPERIAL FIGHTERS AREN'T YOUR **ONLY** WORRY.
WHAT ARE YOU **TALKING** ABOUT?
IT MUST BE A TEST!
I REALLY HATE TESTS
FOX!! BOGY ON YOUR **SIX!**
!

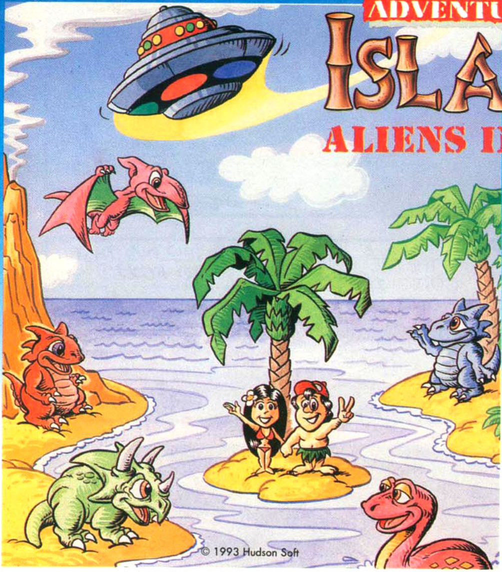

!
I'VE GOT YOUR **WING** COVERED!
WHO **IS** THAT CLOWN? THAT'S NO **BOGY!** HOLD YOUR **FIRE!**
THANK YOU, GENTLEMEN.
THAT'S THE **SECOND** TIME YOU'VE **SAVED MY LIFE**.
WHO...?


HELLO AGAIN. MIND IF I DROP IN?
FARA PHOENIX!
SO WHAT'S A NICE GIRL LIKE YOU...?
SAVE IT, FOX. I'VE BEEN FLYING SINCE I WAS A KIT.
WHY DO YOU THINK I'M CHIEF TEST PILOT?
VASHOOOOOOM
THINK YOU CAN CATCH ME?


ZWISH
ZWIP
THEY'RE GOING **THE WRONG WAY!**
TRY TELLING THAT TO **FOX!**
GENERAL, TWO OF THE ARWINGS HAVE ENTERED ***IMPERIAL SPACE!***
OH NO!
TO BE CONTINUED

ADVENTURE ISLAND II™

ALIENS IN PARADISE


© 1993 Hudson Soft

HELP HIGGINS

Hudson Soft's Master Higgins is back in an adventure that's new to Game Boy and, yes, he has lost his girlfriend yet again. If you like the other games in the Adventure Island series, you'll probably like this one, too. It's nearly the same as Adventure Island III for the NES.

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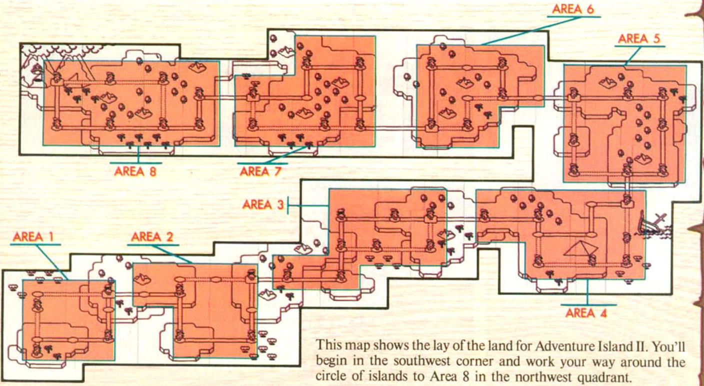
CHARTED ISLANDS

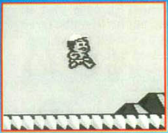


This map shows the lay of the land for Adventure Island II. You'll begin in the southwest corner and work your way around the circle of islands to Area 8 in the northwest quadrant.

SMOOTH MOVES

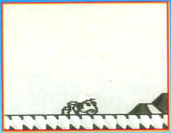
JUMP

Press the A Button to jump. For a Super Jump, hold B down as you press A. Hold Up to jump farther.



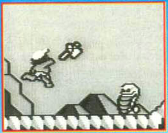
DUCK

Hold Down on the Control Pad to make Higgins duck. Duck quickly to avoid air attacks and enemy fire.



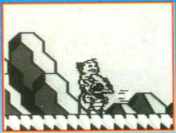
ATTACK

Press B to throw whatever weapon Higgins is equipped with. Select a weapon before you start each stage.



RIDE

When you crack certain eggs, you'll free dinosaur helpers that you can then ride until you're hit.

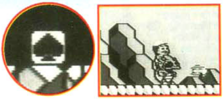


DRIVE THE DINOSAURS

The dinosaurs you free are more than just free transportation. They have special abilities that will certainly come in handy during certain stages of the game. If you don't want to ride at the moment, store them away and select them from your list of items later when you need their help. They also take a hit, keeping you from being damaged.

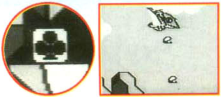
MAGMA

Magma is a quick little Camptosaurus who can really turn on the speed if you press the B Button. He spits fire and walks through lava.



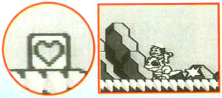
DON-DON

Call on Don-Don the Pteranodon if you have to fly somewhere fast. The prehistoric dino-bird will give you a lift for a limited time.



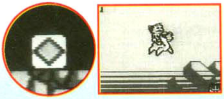
TAYLOR

Another Camptosaurus, Taylor, will turn his tail and fire sparks when he senses enemies approaching. He's one fast mover, too.



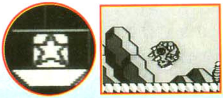
CLASSIE

Classie can be a life-saver. The Elasmosaurus is slow on dry ground but fast in the water. When the going gets wet, Classie gets going.



POLEY

Poley is very rock 'n' rolly. He's a Tripetaurus who rolls into a ball and bowls through enemies and obstacles. He's very handy indeed.

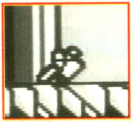


TOOLS

Higgins is equipped with the basic stone Hammer that every common caveman needs. He can find and use a couple of other nifty items, as well, including a Boomerang and a Power Crystal. He has a storage area where he can save extra items to use later, when he really needs them. You can press the B Button at any time to store the item Higgins is using.

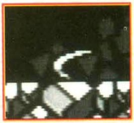
HAMMER

The stone Hammer is Higgins' basic weapon. He can throw two at once, but not for much distance.



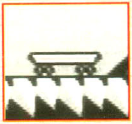
BOOMERANG

Higgins can throw only one Boomerang at a time, but its long range makes it a valuable weapon.



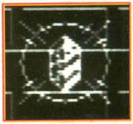
SKATEBOARD

Strap on a helmet and pull up the knee pads—the skateboard really flies. It also takes one hit.



POWER CRYSTAL

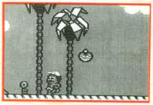
The Power Crystal absorbs one hit for Higgins. Be sure to store any extras you find for future use.



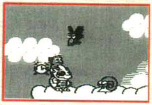
RESCUE JEANIE JUNGLE

AREA 1

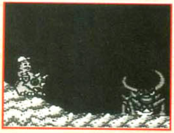
From the sands of Coastal Clash to barren Desolation, the first stage keeps Higgins hopping. He picks up his first weapon early on and Hammers away at snails and spiders, fish and fowl as he fights his way to the big, bad boss, Sand Devil. On the way, he surfs for a spell and hikes through a forest.



Jump up while you're standing in front of the sixth palm tree to find the hidden key to a Bonus Stage.



In Area 1-B, find the Time-Stop, a special clock that temporarily freezes enemies and stops time.

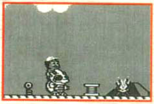


SAND DEVIL

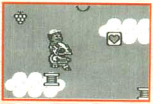
In case you're unarmed when you arrive, there is a Hammer inside the Sand Devil's lair. The footing is tough to handle because the sands keep shifting. Run up to the left, then turn and shoot as you slide back down.

AREA 2

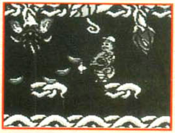
Area 2 is an interesting—and unlikely—mix of tropical jungle and frozen tundra. The region is dominated by a massive waterfall that shrouds part of Higgins' trip in a mystic mist, but he won't be fazed by the haze. He might slip up in the Ice Cave area, though, if he's not careful. Take it easy.



Jump up just before the Spring to make a secret Egg appear. It holds the key to a special Bonus Room.



There's a key to another Bonus Room near the beginning of 2-4. Jump around to find its hiding place.

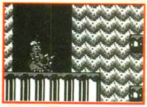


BUDDING BEHEMOTH

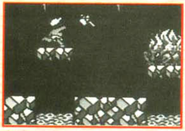
This triple-headed flower boss is vulnerable only when its buds open up. When one of the buds opens, avoid the poisonous leaves it spits. Stand on the ledge below it, jump and shoot, then wait for the next one to open.

AREA 3

In Area 3, you'll travel from the Oak Forest through the Perilous Plunge, Misty Haze, the Abyss and others to reach your goal in the Bottomless Pit. In the Oak Forest, there are many wolves that emerge when Higgins passes particular flowers. In 3-2, become invincible by finding the Egg that holds Honey Girl.



In 3-3, jump up to the tenth ledge, just after the big rock. Crack the Egg there to get a key to a Bonus Stage. Go and power-up Master Higgins.

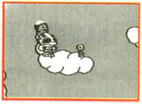


FIRE DEMON

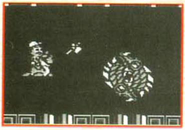
The Fire Demon is a large lizard that spits fire as it moves from ledge to ledge. Avoid it when it becomes a fire wheel—attack the lizard form only.

AREA 4

In Area 4, Higgins is drawn from his start in Coastal Clash to a mysterious Pyramid in the southeast. That's not the end area, though. He has to duke it out with a lizard fish in a sunken ship before he's done, and that's no easy feat.



In Area 4-B, jump on the second cloud that passes and take a ride to a Bonus Stage and lots of power-ups.

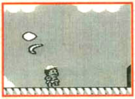


LIZARD FISH

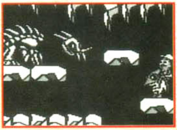
It's not safe in the water. Try to stay above this boss while you avoid the squids that accompany it. As you swim overhead, toss Hammers at the big fish.

AREA 5

Skeletal remains, probably left by the alien intruders, dominate Area 5. Were they left to scare Higgins off the right track? If so, they won't work. Search for a key to a Surf area in 5-2 and a key to skip the rest of the world in 5-4. If you skip ahead, you won't have to battle the head-tossing Skeletal Dragon.



If you defeat the right Pterodactyl, you'll get the precious Star Dino and get the ride of your life.

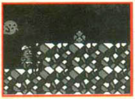


SKELETAL DRAGON

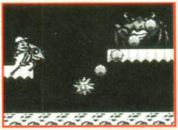
This skeletal boss shoots a string of lethal fireballs then sends its head flying around the room. Attacking the skeleton's torso is pointless. The best and safest way to inflict damage is to shoot the head as it flies around.

AREA 6

Higgins will be slipping and sliding in Area 6. His trip here takes him from Bone Crossing to the Ice Lair, and enemies are posted in the most inconvenient places along the way. Look for a key to an Egg area in 6-B and a key to Skip the rest of the area in 6-3. Watch out for the ice-dropping Penguins on Blizzard Peak.



The pesky apparition in 6-A makes things tough from the start. You can't defeat the ghostly pest so just hurry past it.

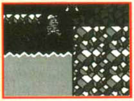


CRAB CREEP

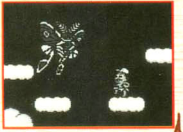
This cantankerous Crab sits on a ledge overhead and swings its huge claw down to grab morsels below. Use the Boomerang on it. After it swings a claw, dash in and hit it once, then quickly retreat. Repeat until the crab is cooked.

AREA 7

Things warm up again in Area 7—in fact, you might say that they get downright hot. Higgins starts in the Abyss and works his way to Thunder Clash. In the Fire Gorge area in between, he has to pick his way through a series of erupting volcanoes by dashing when the lava stops. The dark cave entrance in 7-1 leads to a warp.



In Area 7-5, you can choose either a land or a water route. The land route is probably the easier of the two.

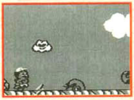


BAD BUTTERFLY

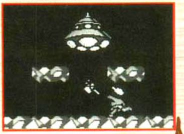
This ill-tempered Butterfly swoops and shoots fire. Stand on the platform in the upper left, jump the fireballs and fire. When it swoops to the left, jump to the opposite ledge and fire again. This is one of the most difficult enemies in the game.

AREA 8

The aliens await in Area 8. Higgins had better be fit and feisty as he sets out from the Fire Gorge. There is very little life-sustaining fruit along the way. In fact, there's very little of everything except trouble. Area 8-6 is particularly difficult. Timing and practice will make the difference between success and failure.



A storm brews in Area 8-2. The ominous-looking clouds overhead mean that lightning is on the way. Watch out.

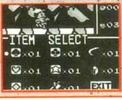


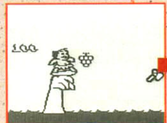
ALIEN ALERT

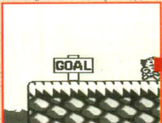
Higgins finally comes face-to-face with the aliens. As a UFO attacks from above, he has to battle the three ornery-looking aliens below. Attack them one-by-one, then turn your attention to their ship. Avoid its laser beam and fire continuously.

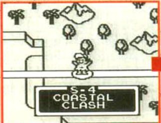
RETURN TO OLD TURF

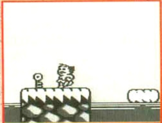
Once you finish a stage, you can return and play through it many times. By replaying early areas, you can stock up on useful items that may be scarce in later stages. Before you start Area 8, for example, you'll want to have plenty of supplies on hand.











MILON'S SECRET CASTLE™

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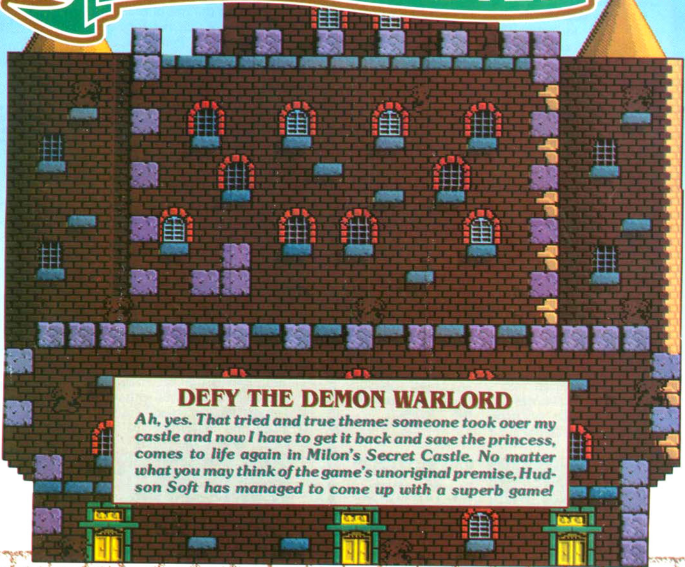
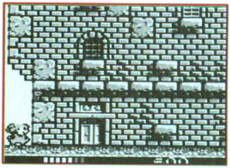


DEFY THE DEMON WARLORD

Ah, yes. That tried and true theme: someone took over my castle and now I have to get it back and save the princess, comes to life again in Milon's Secret Castle. No matter what you may think of the game's unoriginal premise, Hudson Soft has managed to come up with a superb game!

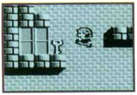
CASTLE GARLAND AWAITS

All of the people who live in the Land of Hudson have the ability to communicate through music. All of them, that is, except Milon, so he set off to distant lands in search of musical wisdom. When he returned to his home, he found that a terrible battle had taken place and his once-glorious castle was now controlled by the Warlord and his minions. Now, the main objective for Milon in this castle-conquering adventure is to rescue Queen Eliza and take back his castle. However, before following through with this noble feat, Milon must defeat the hideous creatures that guard the seven magic Crystal Balls. Barnaby, the castle wizard, can help Milon by offering him hints and items.

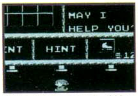


ITEM MANIA!

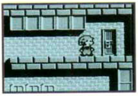
Milon will collect a wealth of Items on his journey through his castle. Each Item has its own function and will be important to have. As Barnaby the Wizard says, "If you cannot proceed to the next level, you probably missed something along the way." With this statement, he's referring to the Items. A Key, the most important Item to find, is Milon's ticket to each level's exit. Break blocks with the Energy Bubble to find cash, also.



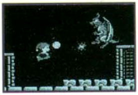
The Key appears. Milon uses it to exit the maze he is currently in when he uncovers the door.



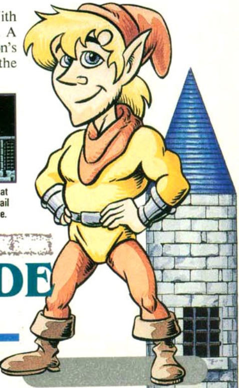
Milon can get a couple of hints from Barnaby and buy an Item when he enters an Item Shop.



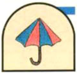
The exit! If Milon has a Key in his possession, he can leave the area and go on to the next.



This is one of the bosses that Milon will have to battle. Nail them with the Energy Bubble.

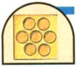


TOOLS OF THE TRADE



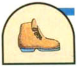
UMBRELLA

Some enemies, when destroyed, will release an Umbrella. If Milon grabs this Item before it floats away, he'll be able to blast his Energy Bubbles in a rapid-fire manner.



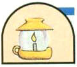
HONEYCOMB

A very important Item, indeed. Finding one of these will fill up Milon's Energy and add one more bar to his Energy Gauge. The more Energy Milon has, the better off he'll be.



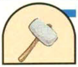
JUMP SHOES

Milon will need the help of these special boots to propel himself to greater heights when jumping on one of the springs in a particular maze room.



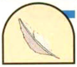
LAMP

When Milon enters the well, he'll need the light that this Item emits to help him make it through. If Milon enters the well without the Lamp, he won't be able to see where he's going.



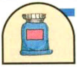
HAMMER

Some entrances to Milon's castle are very secret. Milon can use the Hammer to break right through the castle walls in certain places. Press Up while Milon is standing on a ledge.



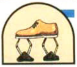
FEATHER

With the Feather, Milon is able to ride the elevator in the well. Without the Feather, he'll fall right off of the elevator. Riding the elevator will take him to a secret Item Shop.



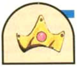
TUBE

Things which were once invisible to Milon now become visible because the little guy has obtained this Item. It helps Milon to reach places that were previously inaccessible.



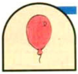
ROLLER SHOES

This Item allows Milon to jump high at any time and at any place. Since his jumping ability will change, you'll need to use more precision with the Jump Button.



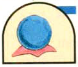
CROWN

The Crown, along with the Cane are the two Items that Milon needs to collect in order to finish the game. Pay no attention to the Queens who cry for help. They're fake. Blast them!



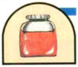
BALLOON

To escape from the well, Milon will have to have one of these uplifting Items. Its power of elevation can be accessed by blasting a certain one-eyed enemy.



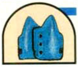
CRYSTAL

After defeating one of the Warlord's bosses, Milon will receive a Crystal Ball. He'll need to come up with a total of seven Crystal Balls to finish the game and rescue the Queen.



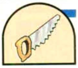
MEDICINE

Having this Item in his inventory allows Milon to shrink if he finds and touches a Boxing Glove. Certain areas in some maze rooms require Milon to shrink to gain access to them.



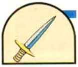
VEST

This Item will protect brave Milon from flames. He can briefly step into fire and not get hurt if he has this Item. If he doesn't have it, he'll be burned instantly.



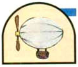
SAW

The Saw allows Milon to enter the castle through windows. It looks the same every time Milon enters the castle, but with the Saw, he has more places in which to enter.



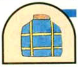
SWORD

This Item allows Milon an opportunity to Power-Up his Energy Bubbles. The Bubbles become larger, so it will be easier to hit enemies and obstacles with them. A definite plus!



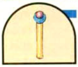
BALLOON SHIP

This Item helps Milon to glide down slowly when he jumps or falls from a ledge. It's good to have a little extra time to see what you're landing on.



ICE BOTTLE

Milon will be able to put out fires with the contents of this Bottle. Its use is limited, but will come in handy when fires surround the little elf.



CANE

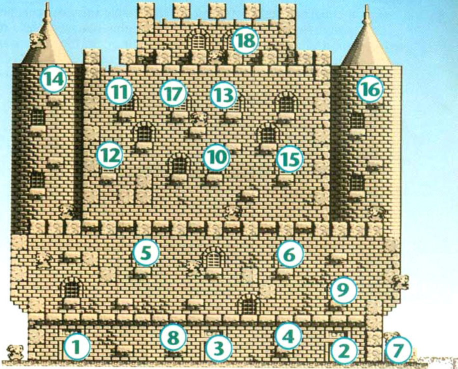
By defeating the monster that a fake Queen turns into, Milon will earn the Cane. This is one of the Items that he needs to advance to the fourth and final level of the castle.

CASTLE GARLAND

Milon's home, Castle Garland, has many entrances. Some are out in plain sight. Other entrances can be created by using special Items. One important thing to remember when going through a door or window is that Milon has to stand directly in front of the opening while you press Up on the Control Pad. He can't enter if he's not in the proper position.

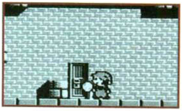
SHOP LIST

Milon has to do a lot of back-tracking through the maze rooms in order to acquire the necessary Items he needs to complete his mission. Use the numbers on this map as a general guide to determine where Milon will need to go to next. If a certain maze totally stumps you, it's probably because Milon doesn't have a special Item.

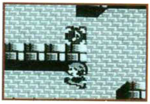


① FIRST MAZE ROOM

The enemies move slowly in this maze room. Take your time and blast away all the blocks that you can to reveal stashes of money and doorways. Blast the enemies, too! Grab any special Items that appear.



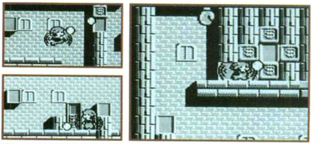
This doorway will lead Milon to one of Barnaby's Item Shops. Here, he can buy Items and get helpful hints.



There are special blocks that, if hit, reveal a musical note. Grab the note to get into the Bonus Stages!

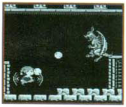
② MAZE TECHNIQUES

There are passageways that are located in strange areas. Another important thing to remember is that Milon can push on some blocks to move them. Doing so will often reveal a hidden doorway. Hold Left or Right against a block for several seconds to move one.



④ FIRST BOSS ENCOUNTER

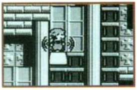
Milon should use the same attack techniques when battling each of the seven bosses. Each boss will hop up and down on the right side of its lair and shoot fireballs at the spry elf, Milon. Our hero should stay to the left and fire his Energy Bubbles while jumping or ducking the shots from the boss. It's not very difficult to defeat them.

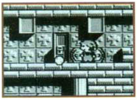


Stay toward the left side of the room and blast the dragon with all the firepower that Milon has got! Snag the Crystal Ball after defeating the boss.

⑤ THE SECOND LEVEL

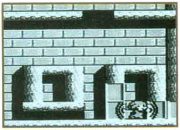
Milon can't get to the second level of the castle until he defeats the first boss. Once he does make it, he instantly has his hands full again. It becomes apparent why the rooms are called "maze rooms" upon entering the first room on the second level. Don't miss the opportunity to capture a bee. It creates a shield around Milon.





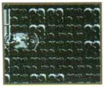
⑥ HUDSON ROOM

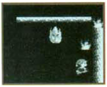
The word "Hudson" is spelled out in this maze room. An Item Shop can be accessed if Milon hits the Boxing Glove, shrinks, and blasts his way through the letter "n." The Vest can be purchased here. Another Item Shop is located in the upper left corner of the room.

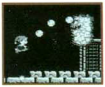


⑦ THE WELL

Milon won't be going any farther than this if he doesn't have the Lamp. Press Down while standing on top of the well at the right side of the castle to enter it. Milon will fall to the bottom, but he can make his way up quickly by using the blocks as steps.

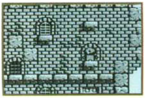




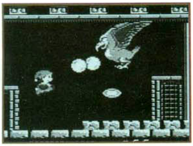


⑨ ANOTHER BOSS

After using the Balloon to get up and out of the well, Milon should enter the far right door on the second level to have it out with a bad bird boss.

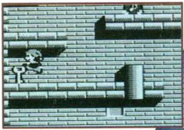


As you would with any other boss, keep pelting it with Energy Bubbles. Milon will soon be victorious!



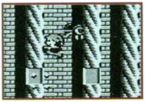
⑫ THIRD LEVEL

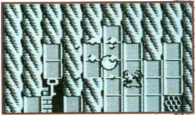
Things are trickier for mighty Milon on the third level of Castle Garland. For instance, when Milon finally uncovers this Key and walks toward it, the platform it rests on will crumble away and will take him down with it. Take a running jump at the Key to bypass the unstable flooring and take the prize. This is where it becomes very important to get every Item.



⑭ WEST TOWER

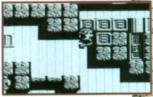
Milon must break out many blocks in the columns of the west tower to create places for him to jump to. It'll take a block-busting spree to find the Key in the lower right corner. Take ride on the elevator.

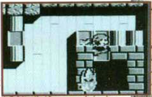




⑮ MONEY MAKIN'

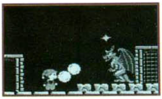
In the third level, Milon can rake in some serious dough. Previously, he could only take money once and then it was gone. However, each time he reenters a room in the third level, the money's there for the taking again. Find out how much the remaining Items will cost and then work to come up with an amount to cover the cost.

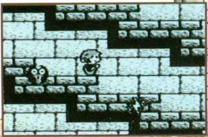




FINISH IT UP!

Milon will have to overcome many more puzzles and pitfalls if he is intent on rescuing Queen Eliza. Don't be fooled by Queen look-alikes, though. They quickly turn into enemies as Milon approaches. However, when he defeats them, he will gain another very important Item.





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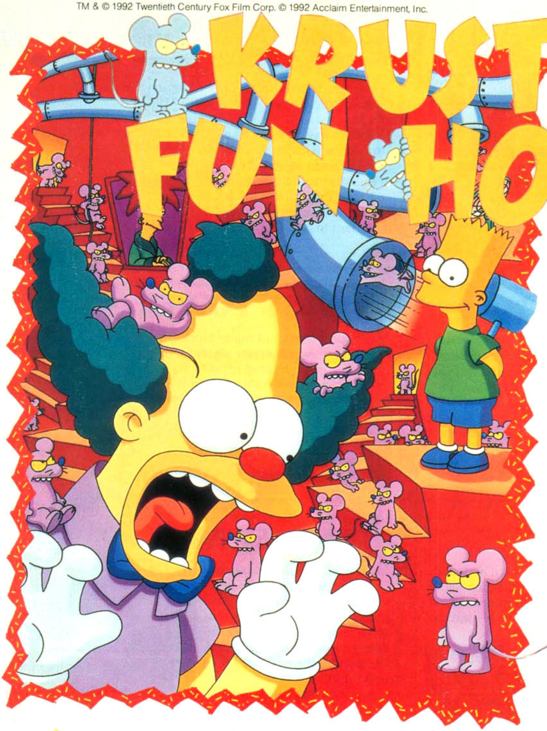
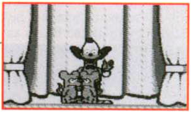
KRUSTY'S™ FUN HOUSE



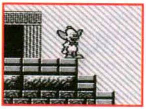
RATS!!!

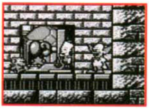
Heh, heh! Hi kids! It's your ol' pal, Krusty here. Listen—I'm in need of your help again. You see, Acclaim keeps sending me on these wild goose chases, er . . . wild rat chases. What they don't know is I'm afraid of the little critters. Just between you and me, I think they enjoy letting all those rats into my Fun House. Mark my words, I'll get them back because I've got a few tricks left up my sleeve! Well, I think they're up my sleeve. Let me check . . .

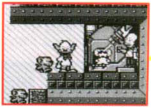


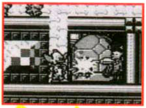
HE'S IN DEEP AGAIN

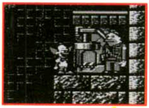
If you're familiar with Krusty on the NES or Super NES, the Game Boy version will provide absolutely nothing new for you. It has exactly the same characters, Krusty has the same abilities and the layout of the rooms is painfully similar, too. The best thing about Krusty's Game Boy translation is that the puzzle/action format of this game lends itself extremely well to the hand-held 8-bit Nintendo system.

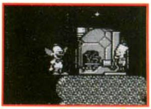






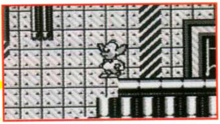




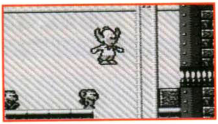


GROOVY GRAPHICS

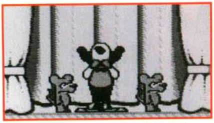
The graphics and sound are very good and closely mimic the Krusty games for the NES and Super NES. However, the area that you can see around Krusty as he walks about is limited because of Game Boy's smaller screen size. It may take you a bit longer to complete some of the puzzles because of that fact, but it doesn't detract from the game play at all. It's still a kick!



Krusty quivers when he stands close to the edge of a step or a ledge. Have no fear, only an extremely long fall will hurt him.



The rats are too dumb to watch where they're going. Krusty doesn't need to worry about the furry critters biting him. They walk about aimlessly.

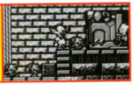


If Krusty gets hit too many times by the various things that do hurt him, he'll lose a life. The rats won't let him forget it, either. Poor Krusty.

PESTILENCE PREVENTION

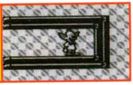
Each Fun House Section consists of several puzzling rooms that the beloved Krusty must rid of the infestation. Generally, each successive room in each Section gets more difficult. Likewise, each Section becomes increasingly difficult to complete.

1



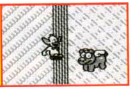
The Bartman, always eager to help his hero, controls the traps in Section 1.

2



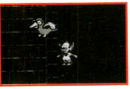
An amazing maze of pipes and doorways awaits Krusty in many rooms in Section 2.

3



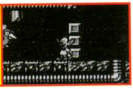
The rooms get larger in Section 3. Krusty has to do a lot of jumping here.

4



Krusty treks down to the rooms in the basement of the Fun House in Section 4.

5

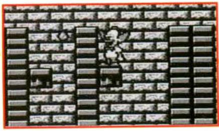


This, the toughest Section of the Fun House, will test the bravest maze maniacs.

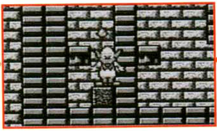
MATT GROENING

OFF THE RATS FIRST

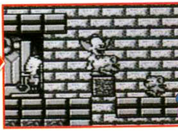
As Krusty moves from room to room, he'll find many Blocks containing Power-Up Items like Pies, Horns and Krusty 1-Up Dolls. It's important to find, kick and collect the contents of the Blocks, but it's more important to take care of the filthy rats first. Some rooms have tricky areas that the rats can get into, but Krusty can't get them out of. If he can't get them to the trap, he can't complete the room. First, find out where the rats are coming from and then locate the trap to see where Krusty will need to lure them to. If Krusty *does* get caught in this situation, press the Select Button to try the room again.



There are many areas to search in some rooms. The first goal should be to cover as much territory as possible to plan a route for rat destruction.



Krusty looks stunned. He doesn't seem to know where those rats went to. He'll have to search the area thoroughly.



If the rats had fallen down through this gap, it would have been all over. Luckily, Krusty had a Block.

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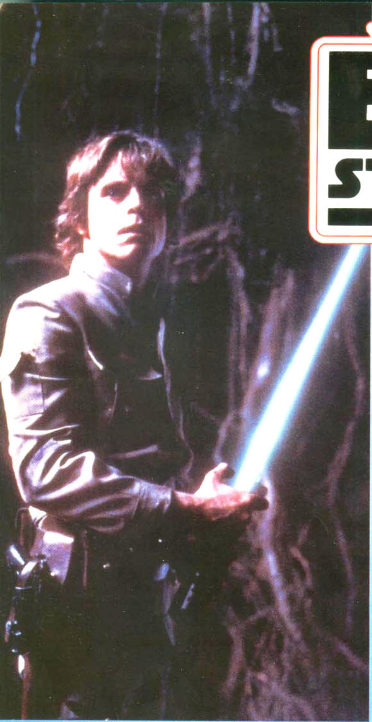
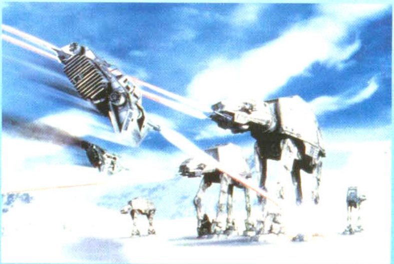


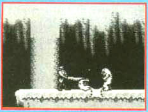
STAR WARS
THE EMPIRE STRIKES BACK

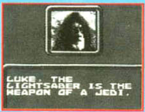
After the destruction of the Death Star, the Rebels have retreated to the ice planet, Hoth, but Darth Vader pursues them relentlessly. Now is the time for young *Luke Skywalker* to embrace his destiny and *rescue his friends* from the tyranny of the Empire.



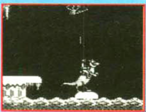
IMPRESSIVE...

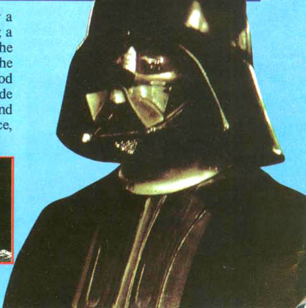
Thanks to the development efforts of Ubi Soft and Lucasarts Games, Capcom has entered the world of Star Wars with this one-player action adventure. If something seems familiar about the game, it's probably because it is identical to the NES version published by JVC. (You can even use the maps from Volume 34 of Nintendo Power.) The ten stages offer a great variety of action, from riding a Tauntaun to flying an X-wing, but the play control can be inexact. The cinema scenes look particularly good for a Game Boy game and include movie characters such as Yoda and Han Solo. Even if you use the Force, this game is a challenge.





LUKE, THE LIGHTSABER IS THE WEAPON OF A JEDI.





THE FORCE IS WITH YOU

Even though Luke's Jedi powers are undeveloped, he will be able to make use of the Force by finding special Force Items during the course of his journey. As long as Luke has power showing on his Force Meter, he can select and use one of the special abilities, which include High Jump, Speed, Lightsaber, Levitation, Blaster, Reflect and Energy. The Force Items are selected from a sub-screen once they have been collected. You'll also find Force Power-Ups to refill the Force Meter.

HIGH JUMP

Enhance Luke's jumping ability with this Force Item. He'll be able to jump higher or farther.

SPEED

Escape from your enemies or charge into the melee with extra Speed using this Force Item.

LEVITATION

Luke can float in midair to avoid enemies and traps once he has the Levitation Force Item.

LIGHTSABER

Add attacking strength to your Jedi weapon by selecting the Lightsaber Force Item.

BLASTER

Luke's Hand Blaster gets Powered-Up if you use this Item, which you'll find in the second Ice Cave.

REFLECT

In the Echo Base, look for the Reflect Force Item. Enemy shots will bounce off you when it's selected.

ENERGY

Use the Energy Force Item to restore Health Meter power when you are running dangerously low.

A DARK TIME FOR THE REBELLION

ICE CAVES OF HOTH

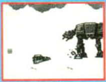
Luke's adventure gets underway in the vast ice caves on the planet Hoth. Investigating the possible existence of Imperial Probes, Luke descends into the caves on his trusty Tauntaun. There he finds the Lightsaber weapon and plenty of Wampas to use it against. Remember to use the Blaster against ice walls and floors to see if you can melt them.

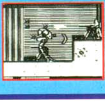
AT-AT WALKERS

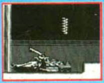
Imperial AT-AT WALKERS are trying to destroy the Rebel Base. It's up to you to stop them using a Snowspeeder and grappling lines. Aim for the Walker's legs to trip it up, just like in the movie. If your Snowspeeder is destroyed, Luke will have to fight on foot. You can shoot a line up to the Walker, then shinny up to attack it with your Lightsaber.

ECHO BASE

Once the Imperial Troopers are in the Rebel Base, Luke must protect retreating forces while fighting his way to the X-wing. In a ruined area of the base you'll have to use an AT-ST Walker to cross a stretch of floor. Damage the Walker, but don't destroy it, then climb aboard. Whenever possible, attack enemies from positions above or below them.







MORE ADVENTURE

The adventure continues with Luke's Jedi training on Dagobah and a dangerous rescue attempt in Cloud City of Bespin before the final encounter with Darth Vader.

DAGOBAH

BESPIN

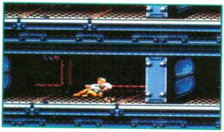
COUNSELORS' CORNER!

SUPER STAR WARS

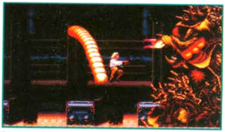
Rodney Walker

HOW DO I BEAT JAWENKO, THE LAVA BEAST?

Inside the Sandcrawler are some of the game's trickiest obstacles, the green Laser Gates. Turn away until they disappear, then quickly run and slide under them. When you reach Jawenko, stand on the platform nearest him and jump and fire. Dodge the lava he spits–it can knock you off into the sea of lava. When you defeat Jawenko, you'll be able to rescue R2-D2.



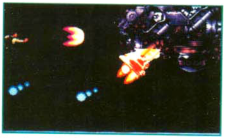
Press Down and foward on the Control Pad and hold B to slide under the Laser Gates.



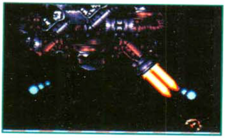
Don't let Jawenko give you a lava bath. Jump and fire as you dodge the spewing flame balls.

HOW DO I DEFEAT THE HOVER COMBAT CARRIER?

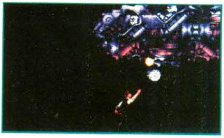
After meeting up with Han Solo and making a mess of the Cantina, you'll have to fight your way through Mos Eisley to the hangar that houses the Millennium Falcon. Choose a character and battle Troopers, ride barrels, deactivate droids and avoid clamping claws on the route to the hangar area. After you meet up with the mini-boss Maintenance Droid, you'll face what is possibly the toughest boss in the game: The Hover Combat Carrier. Don't even try to attack the main machine until you've wiped out the gun turrets on the lower left and lower right. Stay to the left side of the screen as you jump and fire to take out the left gun, then race to the right and attack the other turret from the opposite side of the screen. Keep moving as the craft moves back and forth, firing at an angle where the turret connects to the Carrier. When both of them have been neutralized, concentrate on the center of the main machine.



Stand to the left of the Carrier. Jump and shoot at the left turret and keep moving as the Carrier shifts positions.



After you destroy the left turret, move to the right side of the ship and stay clear as you start blasting at the other one.



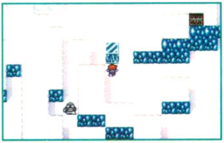
When both turrets are gone, you'll have a much better chance of surviving the battle with the main machine. Attack its underbelly.

FINAL FANTASY MYSTIC QUEST

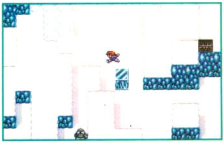
HOW DO I GET THROUGH THE FALLS BASIN?

Shannon O'Neil

Start by pushing the pillar inside the entrance up nine spaces, left seven spaces, and up one space. Leave the pillar there and walk up through the door in the upper left. Defeat the monster in that room then go down through the doorway and out onto the ledge. Now you can jump over to the far ledge by using the pillar as a step. Find similar uses for other pillars in Falls Basin.



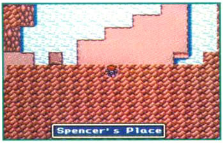
Push the pillar near the door into position, then continue up through the doorway in the upper left.



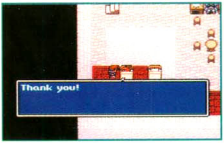
Skip over to the next area using the Ice Pillar. Other pillars in the basin can also serve as steps.

HOW DO I GET TO THE SHIP?

When you have all four coins, return to Fireburg and get the Thunder Rock from Arion, Ruben's father. Take it to Dr. Otto in Windia. He will use it to complete the Rainbow Road that leads to Spencer's Place. Trek across the bridge to Spencer's Place and find the Mobius Crest, then return to Windia and talk to Kaeli to get the Captain's Cap. Go to the Mobius Crest tile in the basement of the building in the northeast part of town. Step on it to transport yourself to the Ship Dock. Walk up to board the ship.

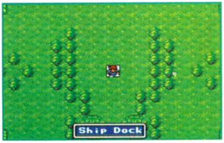


When you bring the Thunder Rock back from Fireburg and give it to Dr. Otto, he will complete the Rainbow Road to Spencer's Place.



Thank you!

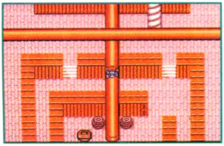
After you pick up the Mobius Crest in Spencer's Place and return to Windia, Kaeli will give you Captain Mac's Cap.



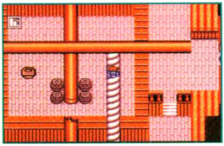
Go to the basement of the house in northeastern Windia and step onto the Mobius Crest tile. You'll end up here, at the Ship's Dock.

HOW DO I FIND CAPTAIN MAC?

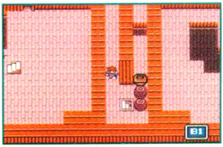
When you board the ship, you'll find stairs that lead to lower levels. If you descend and explore, you won't find Captain Mac right away. Instead, stay on the top deck and find the main mast in the middle of the ship. Climb up the mast until you reach the crossbar. Go right on the crossbar until you reach a rope, then climb up the rope to the second mast. Slide down that mast and take the stairs in the upper left corner down to more stairs below. Keep going until you find Gaia's Armor and Mac.



Go to the main mast and equip the Dragon Claw. Climb up the mast to the crossbar and slide across it to the rope.



From the crossbar, climb up the rope to the second mast. Slide down to the deck and go to the stairs in the upper left corner.



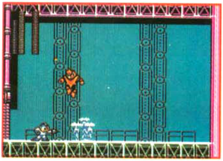
Take the stairs to lower levels. Explore the area below to find Captain Mac and a Treasure Chest that holds valuable armor.

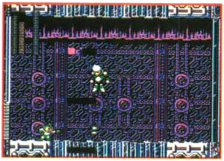
MEGA MAN V

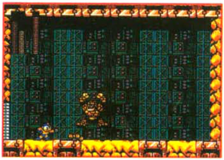
WHICH BOSS SHOULD I BATTLE FIRST?

Andy Frickel

Although all of Mega Man's enemies in this game can be beaten using only the Mega Buster, some of them succumb more quickly to the other weapons he recovers along the way. Start with Wave Man. When you defeat him with the Mega Buster, you'll get the Water Cannon, a weapon that is effective against Star Man. After you blast Star Man with the Water Cannon, take on Gravity Man, Gyro Man, Crystal Man, Napalm Man, Stone Man and, finally, Charge Man.

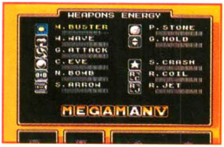

To put Star Man's lights out, use the Water Cannon that you received when you defeated the first boss, Wave Man.


The Gyro Attack that you get from Gyro Man is a great weapon to use on Crystal Man at the end of your third stage.

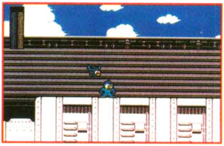

When you come face-to-face with Stone Man, crush him into a pile of gravel using the Napalm Bomb. It's a blast.

WHY DO I HAVE TO SPELL MEGA MAN V?

You don't HAVE to spell Mega Man V, but it's the only way you'll get to meet Mega Man's newest helper, Beat. He's a mechanical dive-bombing bird that accompanies Mega Man as he treads treacherous territory. When enemies approach, the Beat goes on, swooping in to attack from above. He's the best airborne buddy a mega hero could have. You'll find one letter hidden in each stage.

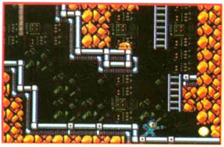


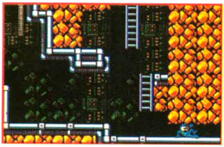
Look for a letter in every stage. When you manage to spell the entire title, Beat pairs up with Mega Man.

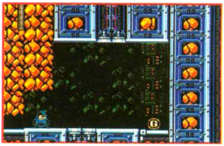

Beat, Mega Man's newest robotic running mate, hovers just overhead, waiting for enemies to come into the picture.

WHERE DO I FIND THE LETTER G?

The letter G seems to be the most difficult one to find. It's hidden in the Stone Man stage behind a rock wall. You'll have to blast boulders away to add it to your alphabet. The wall is in the first half of the stage, just before the third ladder. There's a trick to recovering it. First, blast the wall with the Mega Buster, then do a Mega Slide under the remaining wall to reach the cave and the elusive letter G.


Stand in front of this section of wall, just before the third ladder, and fire away with the Mega Buster.


After you've blown away the bottom portion of wall, Mega Slide through the tunnel to the cave on the right.

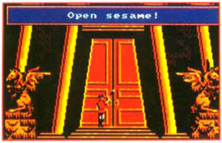

After the big slide, walk to the right side of the room to pick up the letter G. It's the hardest one to find.

KING'S QUEST V

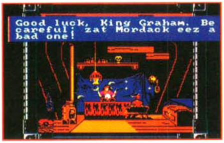
HOW DO I KEEP THE WITCH FROM TURNING ME INTO A FROG?

Tim Watson

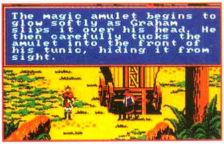
Use the Shepherd's Staff from the Arabian Camp on the front door of the Desert Temple. The door will open, allowing you to enter and pick up the Brass Bottle and the Gold Coin. Give the coin to the man in front of the Fortune Teller's Wagon. He'll let you in to talk to Madame Mushka, who will give you the Amulet. Use the Amulet on yourself before you enter the Forbidden Grove -- it will keep the ill tempered witch from turning you into a frog.


Open sesame!

When you use the Shepherd's Staff on the temple door, it will open and allow you to enter and open the Treasure Chests inside.


Good luck, King Graham. Be careful: zat Mordack eez a bad one!

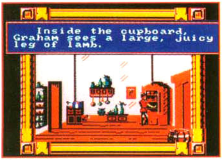
Madame Mushka will explain what happened to your family, then she'll give you an Amulet that will protect you from spells.


The magic amulet begins to glow softly as Graham slips it over his head. He then carefully tucks the amulet into the front of his tunic, hiding it from sight.

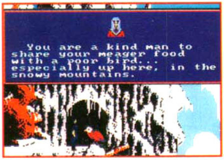
Before you venture into the Forbidden Grove, use the Amulet on yourself. It will keep you from being turned into a frog.

? HOW DO I ESCAPE FROM THE VULTURE'S NEST? ?

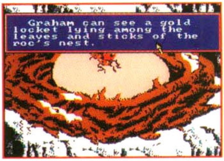
You must befriend the Hungry Eagle before entering the Icy Palace in order to escape from the vulture when you leave. Get the Leg of Lamb from a cabinet in the North Inn. Eat half of it before you climb the Icy Mountains but save the other half for the eagle at the mountaintop. Later, when you're trapped by the vulture, the eagle will fly in to rescue you.


Inside the cupboard, Graham sees a large, juicy leg of lamb.

After you escape from the cellar, climb up one floor and look for the Leg of Lamb in one of the cabinets on that level.

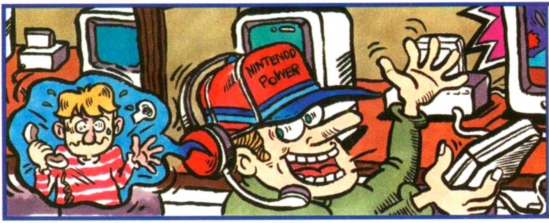

You are a kind man to share your meager food with a poor bird... especially up here, in the snowy mountains.

The Eagle at the top of the Icy Mountains is very hungry. Make it a friend for life by offering it the rest of the Lamb.


Graham can see a gold locket lying among the leaves and sticks of the roc's nest.

Later, when you're stuck in the nest of the two-headed vulture, the Eagle will swoop in to carry you off to the areas beyond.

TAP THE PRO'S POWERLINE FOR TIME SAVING TIPS



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.

POWER PLAYER'S

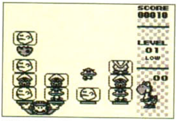
Here are nine new challenges to test your skills. Try your hand at these games and send us word of your best achievements. We have also included some of the Game Counselors' best scores on the opposite page. Try to beat their scores and break their records. If you do, you know that you must have a great score! When you beat one of our Challenges, take a photograph of your accomplishment and send it to us. Be sure to include your NES, Game Boy or Super NES in the photo! We will print the best scores we receive in future issues of Nintendo Power. We're looking forward to seeing your scores. Good Luck!

STREET FIGHTER II

PAUSE
PAUSE
KO
RYU
DHALSIM

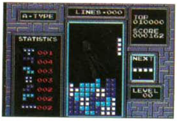
CHALLENGE: Can you beat the game on level 7 without losing a fight?
If you do, you will receive the best ending!

YOSHI


SCORE
00010
LEVEL
01
LOW
00

CHALLENGE: What is the highest score you can get on Game A?
The more enemies you have between the Yoshi eggs, the higher your score will be.

TETRIS

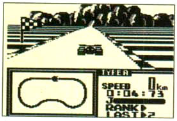

A-TYPE
LINES-000
TOP
010000
SCORE
000162
STATISTICS
NEXT
LEVEL
00

CHALLENGE: What is the highest score you can get on Game A?
Try to get as many Tetrises as possible to raise your score.

PILOTWINGS

CHALLENGE: What is the highest score you can get in Area 4?
Be sure to get some of the Bonus Flights to get extra points!

F-1 RACE

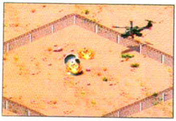

TYPE A
SPEED
0km
0:04:73
RANK
LAST

CHALLENGE: What is your best lap time on the Australia Track (Course 1)?
You can go faster when you race the Time Trial.

BATTLETOADS

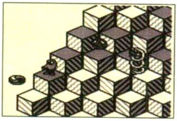
CHALLENGE: What is the highest score you can get in this action game?
Don't let the Dark Queen's minions block your path to victory!

DESERT STRIKE



CHALLENGE: What is the highest score you can get in the First Mission?
Collect all the POWs to get a higher score!

Q*BERT



CHALLENGE: What is the highest score you can get in this arcade classic?
Don't continue the game or you will lose your high score!

YOSHI

A TYPE
SCORE
LEVEL
01
SPEED
LOW

CHALLENGE: What is the highest score you can get on Game A?
The more enemies you have between the Yoshi eggs, the higher your score will be.

Let the challenges begin!

STREET FIGHTER II

Finished Level 7 without continuing.

Mark Vwich	Best Ending
Joaquin Govus	Best Ending
Tim Watson	Best Ending
Matt Lacombe	Best Ending

YOSHI

Highest Score on Game A.

Mark Cottrell	7,880
Travis Williams	7,190
Casey Pelkey	6,430
Matt Alderman	6,090

TETRIS

Highest Score on Game A.

Brian Anderson	582,541
Shawn McGoldrick	513,164
Aaron Cartozian	492,017
Greg Roane	471,362

PILOTWINGS

Highest Score in Area 4.

Richard Storms	450
Tin Chan	416
Rich Schleifer	389
Tim Tozer	377

F-1 RACE

Fastest Time on the Australia Track (Course 1).

Greg Evans	38:13 seconds
Morgan Skinner	38:48 seconds
Mark Austin	38:82 seconds
Joe Conklin	39:02 seconds

BATTLETOADS

The Highest Scores.

Tom Huntington	652,500
Chuck Hinshaw	612,300
Mike Frazier	601,500
Rich Furman	592,100

DESERT STRIKE

Highest Score in Mission 1.

Elaine Hutchison	877,200
Mike Vetch	834,500
Shelly Colloit	812,500
Kyle Hudson	792,100

Q*BERT

The Highest Scores.

Rich Lind	78,230
Alyse Galfano	71,310
Kevin Green	69,780
Jay Shuit	68,490

YOSHI

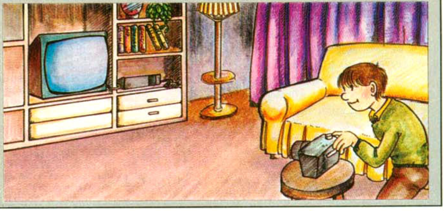
Highest Scores on Game A.

Greg Richardson	7,530
Rich Richardson	6,620
Jeff Norton	6,200
Jenny Parker	5,930

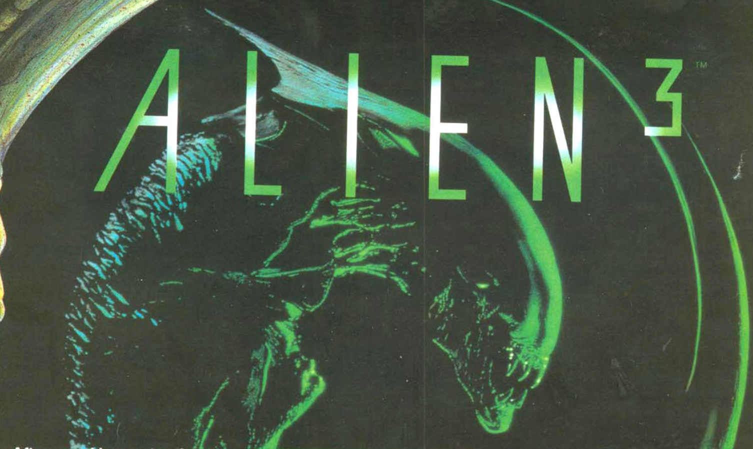
OK, I've got a high score. How do I take the picture?

If you meet one of our Challenges, send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold your camera steady and shoot! To take a Game Boy photo, place your Game Boy on a flat surface and take your photo in natural light.

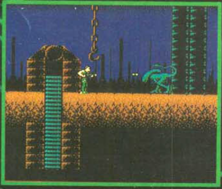
NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, Wa. 98073-9733



ALIEN 3™



After crashing onto the extremely desolate planet, Fiorina 161, Ripley is awakened from a deep cryotube slumber and finds herself in the midst of the dreaded Aliens once again. Fiorina 161 isn't exactly a tropical paradise. It's a prison for hardened criminals. What an excellent place for a crash landing! Unlike the movie of the same name, Alien^3, the game has weapons for Ripley to use in her fight against the slime-spitting creatures. The mission that LJN has cast upon her is to rescue the inmates from the Aliens, get rid of the Aliens and, finally, save herself. Using a multitude of weapons and radar, you can help Ripley tackle the job.



RIPLEY'S ARSENAL

Oddly, Ripley had no weapons to use in the movie, Alien^3. However, the Alien-bashing action in the game calls for some serious firepower. It's best to conserve the weapons you have available to you. As Ripley negotiates the terrain of the penal colony, she'll come across rounds of ammo. This allows her to replenish her firepower.

MACHINE GUN

Primitive, yet very effective, the Machine Gun allows Ripley to fire shots in rapid succession while on the run.

GRENADE LAUNCHER

Ripley's most powerful weapon. It's not very efficient, but you'll soon find that its blast will be your best ally.

FLAME THROWER

This is a great weapon for fighting off the Aliens in close quarters. Anyone up for a fried Alien? I'll have one.

GRENADE

Ripley can drop this down holes and off of ladders. Don't forget to wait and stand clear of its blast, though.

RADAR

Radar can be activated by picking up Batteries. This item can be very helpful in the darkened areas of the colony.

FIRST AID

As is the case with most First Aid kit items in video games, they provide you with a health boost. Get 'em!

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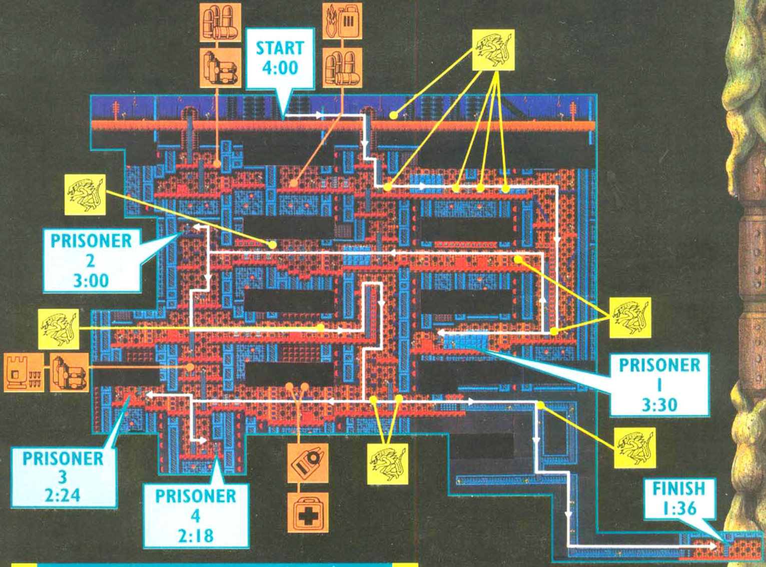
© 1992 LJN, Ltd.

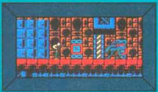
LEVEL 1

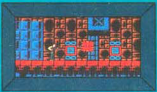
The first level in the game isn't really very difficult to complete. Check the map and follow our recommended route. There is a time limit for each level. We have provided the approximate time that Ripley should have remaining on the timer when she finds each of the prisoners. Also, for your benefit, we have also indicated where the Aliens and Items will appear on the routes.


START
4:00
PRISONER
2
3:00
PRISONER
1
3:30
PRISONER
3
2:24
PRISONER
4
2:18
FINISH
1:36

EMERGENCY!

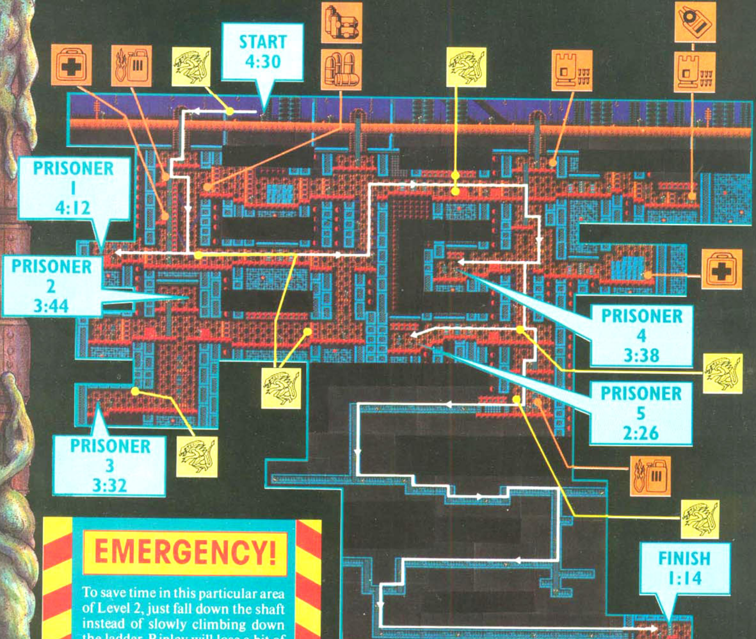
Normally, Ripley will open a door if you position her in front of one of the red squares on either side of it. However, if she is pressed for time, she can blast open a door with a shot from the Grenade Launcher. Watch for Aliens on the other side.





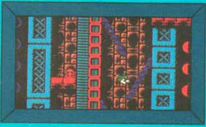
LEVEL 2

Level 2 is about the same size as Level 1, but the Aliens are on to Ripley's tactics and move a bit faster here. There are a total of five prisoners to be rescued in this level. In this level, as well as in other areas, there are numerous Items that can be picked up, but the most important thing to remember is to keep an eye on the timer so you can finish before time runs out.


START
4:30
PRISONER
1
4:12
PRISONER
2
3:44
PRISONER
3
3:32
PRISONER
4
3:38
PRISONER
5
2:26
FINISH
1:14

EMERGENCY!

To save time in this particular area of Level 2, just fall down the shaft instead of slowly climbing down the ladder. Ripley will lose a bit of Life, but more importantly she'll gain ground,

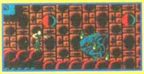


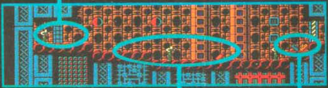
GUARDIAN 1

After rescuing all five prisoners in Level 2 and making it to the exit with time remaining on the clock, Ripley will enter the lair of an extremely irritated, slime-hurling Alien. This Alien just moves from right to left. Switch to a powerful weapon and stalk the Alien until you know how it moves. When the Alien draws near, blast it! Luckily, it won't come up to the upper level in this area.

STAY ON TOP

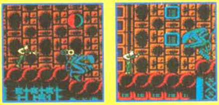
If you position Ripley near the edge of the upper ledge, she'll be safe. As the Alien draws near, let loose with all the firepower you've got and then wait until it comes back again. Nail it a few times before chasing after it.



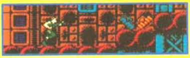


OK, NOW CHASE IT

If you think you're just about ready to say "adios" and put the fiend away, and Ripley has plenty of Life energy, you can chase after the Alien. None of Ripley's guns are long-range weapons, so after blasting the Alien a few times, close in for the final all-out Alien assault for this area.



SNAG IT

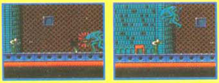


After defeating the Alien in this area, there will be a much-welcomed payload of ammunition just waiting for Ripley to pick up. The Alien must have been hoarding it.

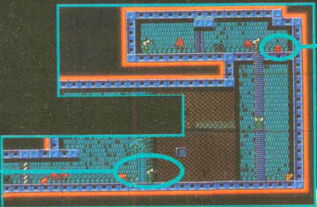
GUARDIAN 2

Ripley will enter the second Guardian's lair **after** completing Level 4. Because of space limitations on the following pages, we have included this smaller map here. Like the first Guardian, this one moves from left to right, jumping and flinging around its slime at anything that threatens it. The Alien won't like the fact that Ripley has a Grenade Launcher with its name on it! Ripley shouldn't care what the Alien thinks. Just blast it!

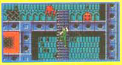
SAFE AREA



If you position Ripley in this area, she will be relatively safe from the attacking Alien. When the Alien draws near, crouch down and fire off several rounds with the Grenade Launcher. Ripley will soon emerge victorious.



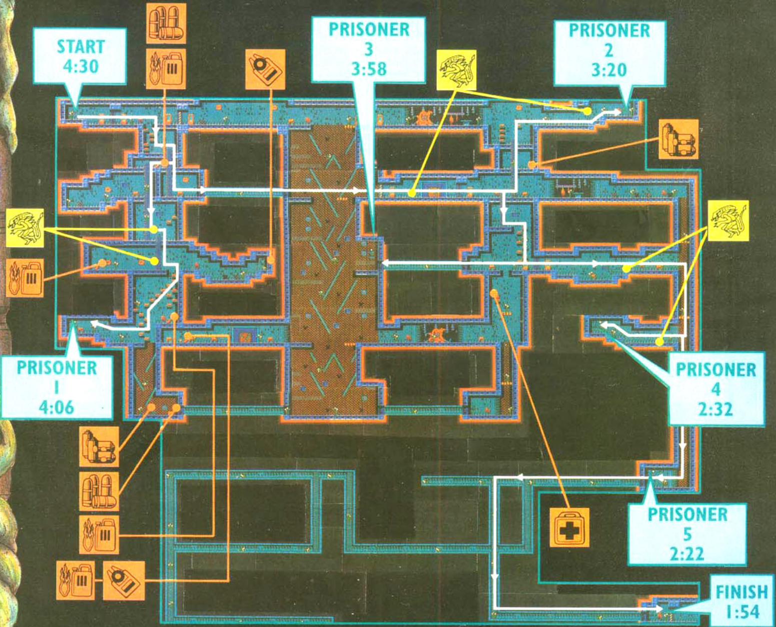
FIRST AID



If, upon entering this area, Ripley's Life gauge is full or nearly full, leave the First Aid kit for later.

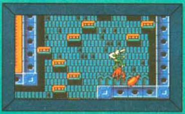
LEVEL 3

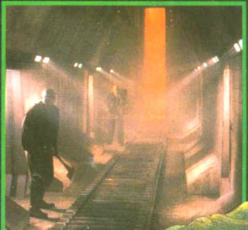
Level 3 is where the action starts to get a little more hairy. There are some very long shafts in this area of the colony that Ripley can fall into. The central shaft with the diagonal ventilation ducts should be avoided. A fall down this shaft will leave Ripley severely bruised and in an undesirable position. Precious time can be lost if Ripley doesn't watch where she is going.


START
4:30
PRISONER
3
3:58
PRISONER
2
3:20
PRISONER
I
4:06
PRISONER
4
2:32
PRISONER
5
2:22
FINISH
1:54

EMERGENCY!

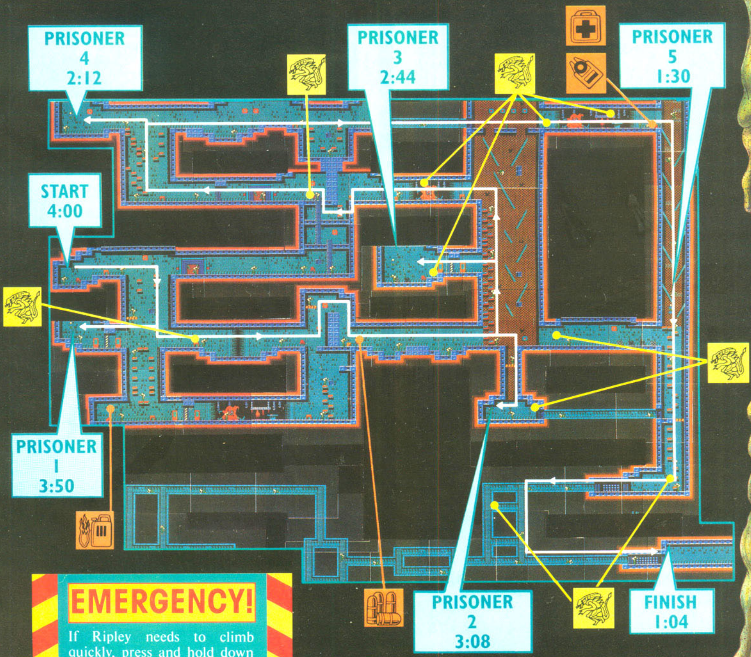
If you aren't confident that you can guide Ripley to the exit on time, don't bother going for the various Power-Up Items in the area. They aren't worth the effort.





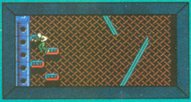
LEVEL 4

Another five prisoners have been captured by the Aliens and are calling to be rescued in Level 4. When Ripley gets to the upper right corner in the area, make her jump out into the shaft. She'll get bumped around on the way down the shaft, but it's the fastest way to get where she needs to go. The fifth prisoner in this area will be freed as Ripley passes him on her way down.


PRISONER 4 2:12
PRISONER 3 2:44
PRISONER 5 1:30
START 4:00
PRISONER 1 3:50
PRISONER 2 3:08
FINISH 1:04

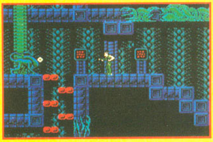
EMERGENCY!

If Ripley needs to climb quickly, press and hold down the B Button while she is scaling the steps. She automatically hops up to a higher level.



MANY MORE SLIMY ALIENS

It isn't over for Ripley when she completes Level 4. She will have to press on or the outcome will be obvious: Aliens will ultimately make their way to Earth. Don't let it happen!

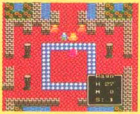


DRAGON WARRIOR IV™

© 1992 Enix Corp.
© 1992 Enix America Corp.

RPG fans rejoice! The fourth Dragon Warrior adventure from Enix is on the shelves and it's big! This installment features five, count 'em, five different Chapters. The first four Chapters feature different adventurers in different areas of the Dragon Warrior world. Chapter 5, larger than the first four Chapters combined, brings it all together. The Chapter concept is great. It gives a player a greater sense of accomplishment by having smaller games within a larger game. It's very important, especially with games that take a long time to complete, to attain many goals while you play. Enix aptly delivers this goal-oriented style of game playing with Dragon Warrior IV.

DRAGON WARRIOR
IV



THE BEST YET!

Dragon Warrior fans should really dig this new adventure. There's no big changes in the graphics department, but the strong points are the variety of characters and enemies, the goal-oriented style of play and the fact that a lot of players are already familiar with the Dragon Warrior games.

Chapter 1

The Royal Soldiers

You'll assume the roles of various characters and will have the help of many other warriors.

Sand Master appears.
Lilypa appears.

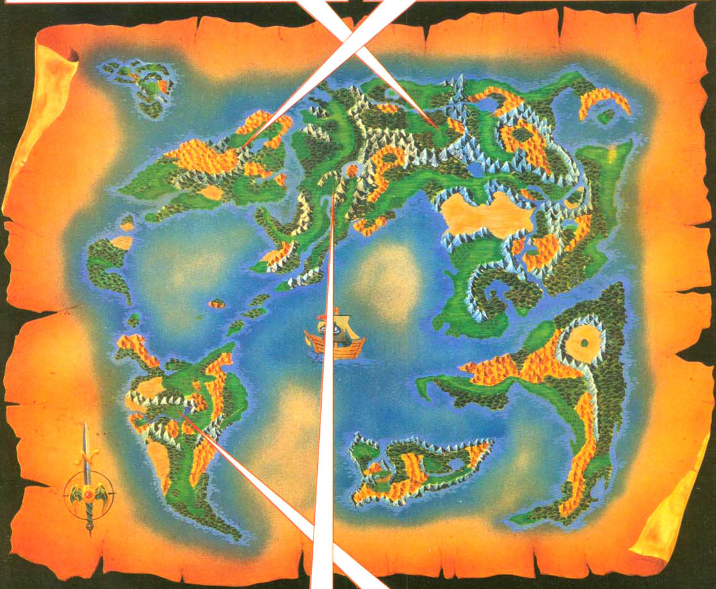
Hordes of new (and improved!) enemies will confront you and your parties on the adventures.

Chapter 1

Chapter 1 is short in comparison to the other four Chapters of the game. It's not very complicated, either. This is great because it will allow players who are unfamiliar with the Dragon Warrior series a chance to get up to speed with how the game works. The goal is to find the Flying Shoes to be able to reach Loch Tower so you can rescue the children who have been kidnapped.

Chapter 2

In Chapter 2, Princess Alena of Santeem Castle dreams of one day becoming the world's foremost fighter. The King, her father, won't hear of it. Against his will, she leaves the Castle with her two companions, Cristo and Brey and sets off on a journey to find greatness. Alena will prove her strength as a fighter to her father and to everyone at the tournament in Endor.



Chapter 3

Taloon, a commoner aspiring to be the world's preeminent arms merchant, is the star of Chapter 3. He lives in Lakanaba and works as a clerk in a weapon shop there. In order to attain his goal, he sets off on a quest to own his own weapon shop. The money required to open a shop is tremendous. Taloon will have to work extremely hard to realize his goal.

Chapter 4

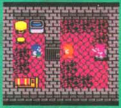
Two sisters, Mara, the dancer, and Nara, the fortune-teller, have revenge on their minds. Every day, they wait for Balzack, the fiend who killed their father, to come into town. Unable to wait any longer, the sisters embark on a journey of vengeance and eventually come face to face with Balzack. When Chapter 4 ends, the final chapter begins and a new Hero appears.

CHAPTER 1 THE ROYAL SOLDIERS

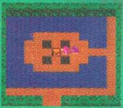
Ragnar, Captain of the Royal Soldiers of Burland Castle, risks his life daily in service to the King. Children in the surrounding lands have been disappearing at a staggering rate. It's a tragedy and it must be stopped! The King sends Ragnar to solve the problem. The children have a secret playground. There, Ragnar finds the all-important Flying Shoes that the innkeeper at Izmit Village was talking about.

THE FLYING SHOES

The Flying Shoes will be found when Ragnar discovers the location of the children's secret playground. Located in the playground is a well. Ragnar will have to jump into the well and search the maze at the bottom. The Flying Shoes are located in a chest on the second floor of the well's labyrinth. When Ragnar locates the chest and the Flying Shoes, he can use them as an Item. Aptly named, the Flying Shoes allow Ragnar to fly into the sky and cross gaps like the moat surrounding Loch Tower. Oddly enough, Ragnar will find the children at the top of Loch Tower. However, making it to the top of Loch Tower won't be an easy task. Ragnar must find strength, too.



Take Flora to her husband in Izmit's underground jail. Information is your reward.



Once Ragnar has the Flying Shoes, he can use them to get across the Loch Tower moat.

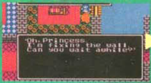
TREASURES

- **Medical Herb**
- **Flying Shoes**
- **600 Gold Pieces**

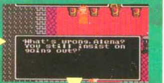
CHAPTER 2 ALENA'S ADVENTURE

Alena's journey in Chapter 2 will take more time to complete and will take her to more places than Ragnar had to go to in Chapter 1. She can handle it, though. She's tough. Someone in her own village once called her a tomboy. The events that occur in Chapter 2 lead Alena to enter and compete in a tournament in Endor. She enters to save the Princess of Tempe from marrying the evil Necrosaro. She must succeed!

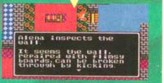
ALENA'S ESCAPE



'Oh, Princess.
I'm fixing the wall.
Can you wait awhile?'



'What's wrong, Alena?
You still insist on
going out?'



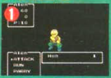
Alena inspects the
wall.

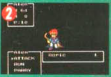
It seems the wall,
repaired with flimsy
boards, can be broken
through by kicking.

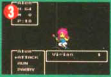
First, Alena will have to deceive her father, the King, by telling him that she doesn't want to leave the castle. When the man repairing the wall in her room leaves, she can break through the wall to exit the castle. Cristo and Brey will automatically join and accompany her at this time.

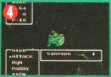
COLISEUM ENEMIES

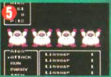
Elena must battle five foes when she enters the Endor tournament. The goal is to defeat Necrosaro. Hun is the first opponent, followed by Roric, Vivian, Sampson and Linguar. Linguar can be the most difficult because he can split his body into four parts. Alena can only attack one part at a time and three parts will not take any damage.









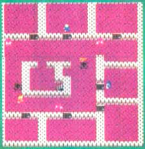


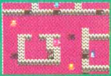
CHAPTER 3 ARMS MERCHANT

The dreams of owning his own weapon shop drives Taloon to take up his own quest in Chapter 3. There is trouble brewing between the kings of Bonmalmo and Endor. Taloon knows that if he helps to alleviate the trouble, he'll have a chance of opening up a shop of his own in Endor. With the help of a few friends and a dog named Tov, Taloon will get his own shop, but he'll have to earn well over 60,000 gold pieces.

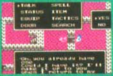
A DOG NAMED TOV

Endor can be reached if the bridge south of Bonmalmo is repaired. Give a Wing of Wyvern to the prisoner in Bonmalmo and then visit him at his home in Lakanaba. Borrow his dog, Tov, and go to Foxville. Tov foxes out the foxes and an architect will fix the bridge.





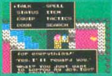
The imprisoned man will thank you for the Wing of Wyvern.



TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
YES
NO

'Oh, you already have one
Could I have it? I'll make it up to you when I return to my

Hide from the guards and then talk to the young man in the jail.



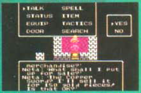
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH

for everything!'
'Yes. I'll reward you.'
What? You just want to borrow my dog, Tov?

After he escapes, go to Lakanaba to talk to the young man.

PUT NETA TO WORK

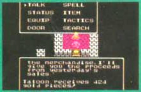
After Taloon has opened his weapon shop in Endor, he'll still have to journey about the countryside collecting weapons, armor and gold pieces. Neta, Taloon's wife, is an excellent salesperson. While he's away, she'll work in the shop for him. Bring her weapons so she can sell them at a large profit. She'll make a lot of money for Taloon's endeavors. He'll need it!



TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
YES
NO

merchandise?'
Neta: What shall I put up for sale?'
Neta: The Copper Sword? I'll sell it for 150 gold pieces/
Is that OK?

Neta will sell weapons at the shop for a very nice profit.



TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH

the merchandise. I'll give you the proceeds from yesterday's sales.'
Taloon receives 424 gold pieces/

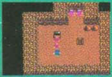
The King will pay Taloon extremely well for the order he placed.

CHAPTER 4 SISTERS OF MONBARABA

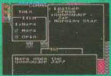
Balzack, once a pupil of the great alchemist, Edgar, killed his former teacher in order to steal his greatest invention. Mara and Nara, Edgar's daughters, are determined to avenge their father's death. Mara is the greatest dancer in the land and Nara is skilled in the art of fourtune-telling and has a good knowledge of magic. First they must return to their birthplace of Kievs in order to locate Balzack.

SEEK OUT BALZACK

As they set out to locate Balzack, the first step the two sisters need to take is to talk to the king in Keeleon. With the help of some explosives acquired from the mine in Aktemto, the king's chambers can be located.



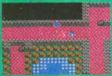
Get the explosive jar of gunpowder from the mine in Aktemto.



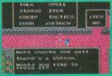
TALK
ITEM
1 Mara
2 Nara
3 Orin
Leather Dress
Gunpowder Jar
Morning Star

Mara uses the Gunpowder Jar/

Use the explosives next to the Keeleon Counsel room.



Watch and follow the Counsel to the king's chambers.



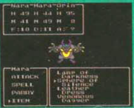
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
YES
NO

Mara checks the wall.
There's a button.
Would you like to press it?

After Counsel enters. Search the wall and push the button.

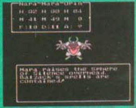
SPHERE OF SILENCE

When Mara and Nara finally encounter Balzack, they should immediately use the Sphere of Silence to contain the spells that he can use in battle. Without the Sphere of Silence, there's not much hope for the sisters to win the battle against Balzack.



Mara Nara Orin
Mara
ATTACK
SPELL
PARRY
ITEM
Lamp of Darkness
Sphere of Silence
Leather Dress
Venomous Dagger

Use the Sphere immediately after engaging the evil Balzack.



Mara Nara Orin

Mara raises the Sphere of Silence overhead. Balzack's spells are contained/

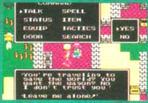
Balzack's spells will be useless. Proceed with the attack!

CHAPTER 5 THE CHOSEN ONES

All through the first four chapters of Dragon Warrior IV, you will have used characters that were provided for you. However, in Chapter 5, you get to use a new hero. When you began the game, you entered a name for yourself. This is the name that will be given to the hero. Chapter 5 brings all the previous chapters and characters together to save the world. You will travel to many places where you had previously visited and will go to many places you have not yet seen. The Evil Force that you were warned of in previous chapters is now trying to arise. With the powers of all the characters combined, the Evil Force can be repelled. Patience will be a necessity because Chapter 5 is very long.

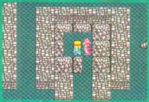
BORROW THE WAGON

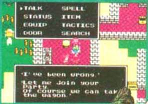
From the Desert Inn, your party will need to use Hector's horse and wagon to cross the desert. To obtain them, go to the Cave of Betrayal and get the Symbol of Faith. Seeing that you have the Symbol of Faith, Hector will allow you to use his horse and wagon.


COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
YES
NO
'You're traveling to save the world? You want the wagon? No, I don't trust you.'

'Leave me alone!'

Hector won't lend his horse and wagon to strangers.


Go to the Cave of Betrayal to get the Symbol of Faith.

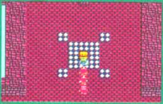

TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
'I've been wrong.'

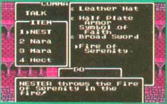
'Let me join your party.
Of course we can tak
the wagon.'

Your party can now persuade Hector by using the Symbol.

THE LIGHTHOUSE FIRE

Taloon will join your party with his ship when he is able to sail out of Konenber. However, he can't set sail until the Great Lighthouse is operating normally. Find the Fire of Serenity and use it to make the lighthouse beacon shine brightly again.

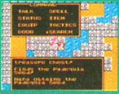

Go to the Great Lighthouse and find the Fire of Serenity.


COMMA
TALK
ITEM
1 NEST
2 Nara
3 Mara
4 Hect
E Leather Hat
E Half Plate Armor
Symbol of Faith
E Broad Sword
Fire of Serenity
DO
NESTER throws the Fire of Serenity in the fire!

If you can douse the Evil Fire, all should be well again.

ACQUIRE THE PADEQUIA SEED

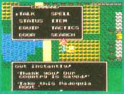
While in Mintos, Cristo, a member of Alena's party, has taken ill. Go to the Cave of Padequia to find the Padequia Seed and then take it to the King of Soretta. He will give you the medicinal Padequia Root. Use the Root to cure Cristo.


COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
treasure chest!

Finds the Padequia Seed!

Nara obtains the Padequia Seed

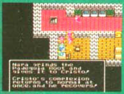
You can obtain the Padequia Seed at the Cave of Padequia.


COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
out instantly!

'Thank you! Our country is saved!'

'Take this Padequia Root.'

By obtaining the Seeds, you'll be able to obtain the famed Padequia Root.

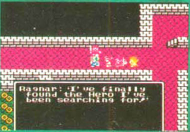

Nara grinds the Padequia Root and gives it to Cristo!

Cristo's complexion returns to normal at once, and he recovers!

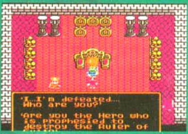
Use the Padequia Root to instantly cure Cristo's illness.

BATTLE KEELEON

Ragnar, from Chapter 1, is battling soldiers in Keeleon Castle. While he's fighting, your party should be set on finding Keeleon. Upon entering the king's chambers this time, you won't find Balzack, you'll locate Keeleon. Fight and defeat him. Ragnar, the last companion, will join your party now.


Ragnar: 'I've finally found the Hero I've been searching for!'

Your party should go to Kéeleon to find the last companion, the mighty Ragnar.

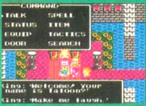

'I..I'm defeated...
Who are you?'

'Are you the Hero who is prophesied to destroy the Ruler of

With the addition of Ragnar, your powerful party will now be complete.

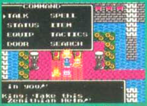
GO AHEAD, MAKE HIM LAUGH

The King of Stancia says that anyone who can make him laugh will be rewarded. Go to Monbaraba and talk to the Master in the room behind the stage. Take Panon, the jester, to see the king. The Zenithian Helm will be yours if the king laughs.


COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH

King: 'Welcome! Your name is Taloon?'
King: 'Make me laugh.'

Talk to the Master in the room behind the stage in Monbaraba.


COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH

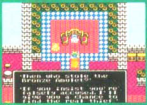
in you!'
King: 'Take this Zenithian Helm!'

Panon, the jester, should be capable of making the king laugh.

REMEMBER
Talk to everyone!

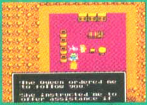
HOW IS THE FINAL KEY OBTAINED?

The Queen of Gardenbur will accuse your party of stealing the Bronze Amulet. Prove your innocence by finding the real thief in the Cave Southeast of Gardenbur. When she realizes that you're innocent she'll apologize and give you the Final Key.



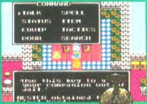
'Then who stole the Bronze Amulet?'
'If you insist you're falsely accused, I'll give you a chance to find the real thief!'

Oh no! The Bronze Amulet has been stolen! Who did it? Was it you?



'The Queen ordered me to follow you.'
She instructed me to offer assistance if

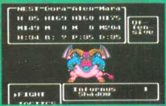
Find the real thief in the cave and defeat him to get the Amulet.


COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH

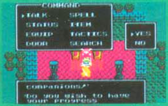
'Use this key to g
your companion out
jail.'
NESTER obtained

THE PALACE OF NECROSARO

Your party will have to face off against four hideous dragon-like bosses: Anderoug, Radimvice, Infurnus Shadow and Gigademon, before the final confrontation with the evil Necrosaro. Save your game at the Final Refuge after fighting each of them.


NEST Dora Alen Mara
H 85 H169 H160 H175
M149 M 0 M 0 M204
H:94 B: ? P:95 D:95
Offensive
FIGHT
TACTICS
Infurnus Shadow 1

Be brave. Battle each monster skillfully and courageously.


COMMAND
TALK SPELL
STATUS ITEM
EQUIP TACTICS
DOOR SEARCH
YES
NO

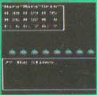
companions!'
'Do you wish to have your progress

Remember to save your game after defeating each boss monster.

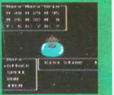
SPECIAL TIPS

KING SLIME

When battling any kind of Slimes, allow them to call for reinforcements. When eight Slimes appear on the screen, they will transform into a King Slime. Defeat the King Slime to rake in mass quantities of Experience Points and Gold Pieces.



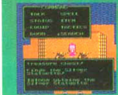
Let the lousy Slimes gather into a group of eight.



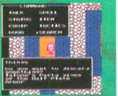
Battle the King Slime and reap the benefits.

DEFER TREASURE

When Taloon arrives in the Cave of the Silver Statuette in Chapter 3, leave all the Items you find in the Chests and only take the Silver Statuette. In Chapter 5, the Items in the Chests will be more important to your party. Pick them up then.



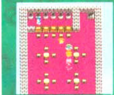
Taloon should only get the Silver Statuette in here.



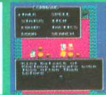
Leave all of the other Items. Get them in Chapter 5.

NIGHT MOVES

When the sun goes down and night falls, the people in the castles and towns will oftentimes be doing something else, like sleeping. However, there are instances where you will need to enter a town in the evening to find out important information.



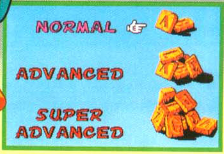
During the daytime, you can learn many things.

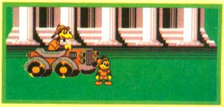


There are also things to discover at night, too!

MICKEY'S
Safari in Letterland

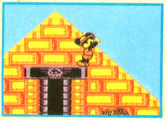
Mickey and his friends are setting out on a great safari all across Letterland. Equipped with his trusty butterfly net, Mickey searches through jungles and tundra in his quest for letters. Searching both high and low, he finds letters in some of the strangest places; high in trees, deep in caves, even inside a pyramid. Once Mickey finds the letters, he must place them in order back at the museum with the help of his pal, Goofy. With three different skill levels, this Safari can thrill even Mickey's youngest fans. As the adventures continue, the young and young at heart can't help but have fun . . . while learning to spell!

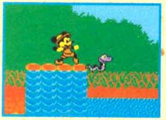


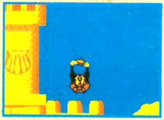


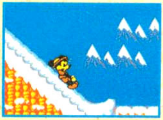
OH BOY!

The Animation in this educational game is top-rate. All of Mickey's various actions have been humorously animated, adding to the fun. Carefully tip-toeing along, soaring through the air, and scratching his head are a few examples of Mickey's entertaining antics that make this game a winner.

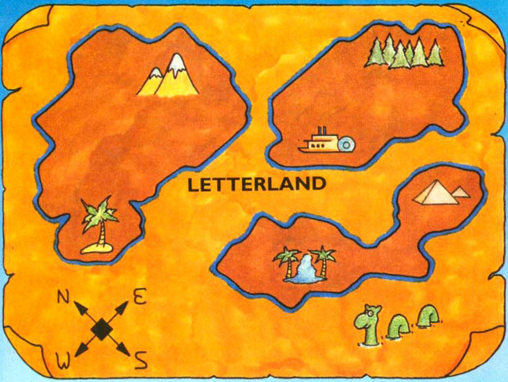




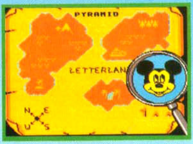




© 1992 DISNEY



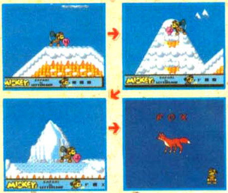
When you are selecting one of the various stages, you slide the magnifying glass over the map to the area you want to play. After you complete an area, a picture of Mickey will cover that part of the map. Be sure to explore all of the areas!

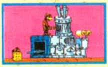


SPELLING

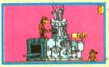
As you are exploring a level, you can find up to three letter gems. If you find all three gems, you will be rewarded with a word at the end of the level.

After you find the block at the end of each level, Mickey must put it into Goofy's strange machine. The block will turn into a letter that you must help Mickey put in the correct place at the Museum.

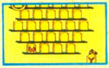




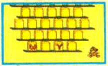
The block goes into Goofy's Machine.



Out comes a letter block.



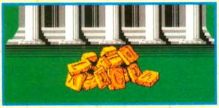
Help Mickey place the letter on the shelf.



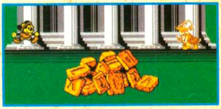
Success! Mickey jumps for joy.

ABC'S

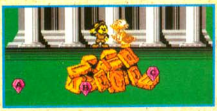
As you complete all of the areas, the shelves at the museum start to fill up. When you have all of the letters, Ludwig Von Drake will join Mickey in front of the museum. Together they sing a song to celebrate their success. After all the help that you have given Mickey, you should join in the song as well!



As the areas are completed, the pile of letter blocks grows.

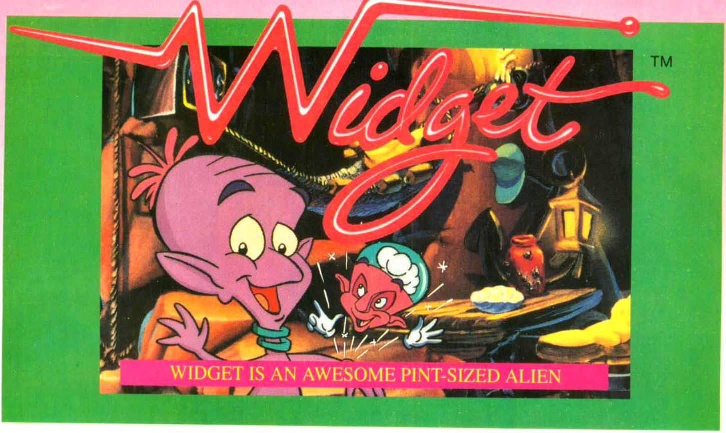


After all of the blocks have been found, Mickey can celebrate his success.



Ludwig Von Drake joins Mickey for a song. Do you know your ABC's?

Widget™

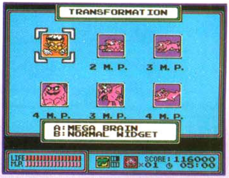


WIDGET IS AN AWESOME PINT-SIZED ALIEN

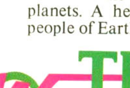
Earth has been overrun by a host of nasty villains that are set on exploiting all of its natural resources. The people are being hypnotized, the whales are being kidnapped, and the minerals are being shipped to other planets. A hero has been sent to save the people of Earth in the form of a small purple alien named Widget. Armed with his small laser gun and the power to transform himself into other creatures, Widget must work his way through traps set by the likes of Mega Slank and Bizarre Brain. With five tricky stages to complete, Atlus brings this cartoon hero to life on the video game screen.

TRANSFORMATION

Widget has the special ability to change into a wide range of creatures. Each creature has a different power that will help Widget pass the obstacles that block his path. As each of the bosses is defeated, Widget gains the ability to change into something new. Every time Widget transforms, he uses M.P. (the purple energy meter), so try to keep his changes to a minimum. You can refill Widget's M.P. by picking up the purple balls that some of the enemies drop when you defeat them. Mega Brain is the only power that doesn't need M.P. to work. You can use it to see the map, ask for advice, or to exit a stage when you're trapped. It may take practice to learn how to use each creature, but don't give up!

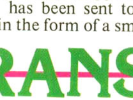


CANNON



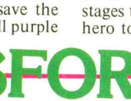
Widget starts the game with the ability to change into Cannon Widget. Its high powered shots can take care of an enemy in one blow. Use it on enemies that usually take many shots to beat.

MOUSE



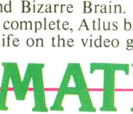
After Mega Slank is defeated in Stage 1, Widget will receive the ability to transform into Mouse Widget. He can then squeeze into small spaces and make extra long jumps.

ROCK-MAN



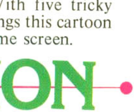
The Rock-Man Widget carries a super strong punch, so strong it can break through walls. Rock-Man is also safe from many attacks. If Widget's life meter is low, Rock-Man can get you through the stage.

BIRD-MAN



The Bird-Man Widget can fly anywhere on the screen. This is great for getting Power-Ups that are out of Widget's reach. Bird-Man also shoots a fireball that can destroy any enemy.

DOLPHIN



The Dolphin Widget is perfect for stages with water. It can swim in water without receiving damage and can shoot powerful bursts of air that defeat enemies that come too close to the water's edge.

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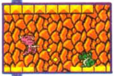
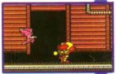
STAGES

In order to save the Earth, Widget must complete five stages and defeat each boss. The first boss that must be defeated is Mega Slank. After that, you can complete the stages in any order you choose. You will automatically go to the Final Stage after all of the other stages have been finished. Below is our recommended order for finishing stages so you'll get all the powers you need.

1 MEGA SLANK

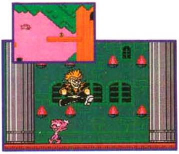
When you work your way through this stage, there are many Power-Ups that you can't reach. Return to this area to get them after Widget can change into new creatures. To defeat Mega Slank, get close and fire as fast as you can. You should be able to beat him fairly easily.





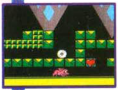
2 DR. DANTE

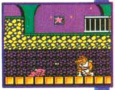
Dr. Dante is the second boss to defeat. Mouse Widget will come in handy for making some of the tougher jumps in the trees.

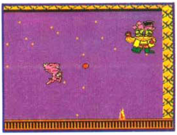


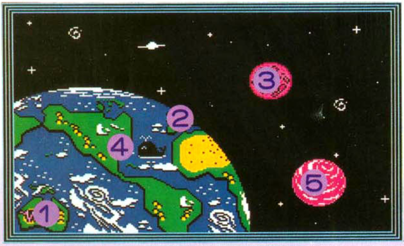
3 FLIM-FLAM

These twins are really attached, to each other that is. Getting to these guys can be tough. Use the Mouse to run through the first half of the stage and avoid all the enemies.



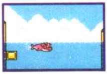


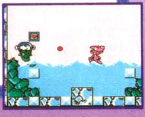




4 BIZARRE BRAIN

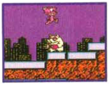
When Widget tries to rescue the whales, he must work his way past many water creatures. Use the Dolphin and Bird-Man Widgets to make the water areas a breeze. When you fight Bizarre Brain, try to save the life refill until you need it.

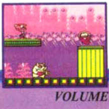




5 LAST STAGE

Knowing how to deal with the different enemies in the Final Stage will make your job easier. When you encounter the Space Pigs, don't shoot them or they will charge at you. Also, shoot the Bizarre Brains from a distance to avoid being hit.





WHAT'S SO HOT ABOUT CAPCOM®

NINTENDO POWER
MEGA MAN II
QUEST
RESCUE RANGERS
DUCK TALES
DR. WILY'S REVENGE
MEGA MAN III
DARKWING DUCK

What do Mega Man, Mickey Mouse and Guile have in common? And why would Nintendo Power devote four pages to a single licensee company? All three characters in question star in hit video games made by Capcom, a licensee with a record for consistently coming up with top-notch products. We wanted to take a closer look at the company to try to analyze its winning formula—and to find out why its games are so good.

MEGA MAN

Mega Man first debuted on the U.S. video scene in 1987 and quickly developed a large following of die-hard fans. Precise play control and an unusual cast of characters packed with personality made it an instant and enduring hit with players.

STREET FIGHTER II

If you stepped into an arcade in the past few years, you saw a long line of players waiting eagerly to drop their quarters into Street Fighter II. Last year, when it was released for the Super NES, they were able to challenge their friends at home.

MICKEY MOUSE

Shortly after it became one of the four original Nintendo licensees, Capcom inked a deal with Disney, allowing it the rights to make games starring some of America's best-loved animated characters, including the marvelous Mickey Mouse.

BEHIND THE SUCCESS STORY

Established in 1985, Capcom U.S.A. signed with Nintendo in 1986 and came out with its first games for the U.S. market a year later. Since then, it has put together an enviable string of hits, beginning in '86 with NES versions of arcade games and continuing with last year's Street Fighter II and this year's eight-bit hit, Mega Man V.

What makes its games so successful? Joe Morici, senior vice president of Capçom U.S.A., says that it's the quality of Capcom games that sets them apart. While any software publisher might make the same claim, Capcom's ratings support his statement: Of Nintendo's 70 licensees, Capcom consistently leads the pack.

To develop its winning games, Capcom employs 500 designers, more than any other licensee. It seeks out talented, young designers who work in teams. Each team comes up with a concept and concentrates on one game until it's completed, which can take up to a year and a half.

Another factor that figures in Capcom's success is that it takes first-rate licenses and makes solid, entertaining games. Its early alignment with Disney gave the company the opportunity to bring some of the world's most well-known characters, including Mickey Mouse, to life via video games.

THE ARCADE CONNECTION

Capcom's roots are firmly planted in the arcade, where it produced classics like 1942 and Ghosts 'N' Goblins, and some of its biggest successes have been in bringing arcade games home to the NES and Super NES. Street Fighter II is a case in point. The Super NES version sold 1.5 million copies in the first six months it was available in the U.S. and became a mega-hit worldwide. It's so popular in Europe that it's packed with the system in the U.K., replacing Super Mario World. And when Nintendo Power ran its annual pick of the paks list in January, it ranked number one, knocking Nintendo's own game, The Legend of Zelda—A Link to the Past, out of the top spot. Our Capcom source tells us that the arcade version of Street Fighter III is in development but won't be out for some time. Which is the next arcade game you'll play at home? Capcom has announced plans to release Final Fight II for the Super NES in '93.

CAPCOM
VARTH
OPERATION THUNDER
STREET FIGHTER II
CHAMPION EDITION
CAPCOM

CAPCOM
CAPCOM

A CAPCOM CHRONOLOGY

🟪...GAME BOY
🟥...NES
🟩...SUPER NES
⬛...ARCADE

1984

⬛...1942

1985

⬛...GUNSMOKE
⬛...SECTION Z
⬛...THE SPEED RUMBLER

1986

⬛...AVENGERS
🟥...COMMANDO
🟥...GHOSTS 'N' GOBLINS
⬛...LEGENDARY WINGS
🟥...1942
⬛...SIDE ARMS
⬛...TROJAN
⬛...XX MISSION

1987

⬛...BIONIC COMMANDO
⬛...BLACK TIGER
⬛...LAST DUEL
🟥...MEGA MAN
⬛...1943
🟥...SECTION Z
⬛...STREET FIGHTER
⬛...TIGER ROAD
🟥...TROJAN

1988

🟥...BIONIC COMMANDO
⬛...DYNASTY WARS
⬛...FORGOTTEN WORLDS
⬛...GHOULS 'N' GHOSTS
🟥...GUNSMOKE
🟥...LEGENDARY WINGS
🟥...MICKEY MOUSECAPADES
🟥...1943
⬛...STRIDER

1989

🟥...DUCK TALES
⬛...FINAL FIGHT
🟥...MEGA MAN 2
🟥...STRIDER
⬛...U.N. SQUADRON
🟥...WILLOW

1990

🟥...ADVENTURES IN THE MAGIC KINGDOM
⬛...CARRIER AIRWING
🟥...CHIP 'N' DALE RESCUE RANGERS
🟥...CODE NAME: VIPER
🟥...DESTINY OF AN EMPEROR
🟪...DUCK TALES
🟪...GARGOYLE'S QUEST
🟥...LITTLE NEMO THE DREAM MASTER
⬛...MAGIC SWORD
🟥...MEGA MAN 3
⬛...MEGA TWINS
⬛...MERCS
🟥...STREET FIGHTER 2010: THE FINAL FIGHT
🟥...YO! NOID

1991

⬛...CAPTAIN COMMANDO
🟩...FINAL FIGHT
⬛...THE KING OF DRAGONS
🟥...THE LITTLE MERMAID
🟪...MEGA MAN: DR. WILY'S REVENGE
🟪...MICKEY'S DANGEROUS CHASE
🟥...SNOW BROS.
⬛...STREET FIGHTER II
🟩...SUPER GHOULS 'N' GHOSTS
🟥...TALE SPIN
⬛...3 WONDERS
🟩...U.N. SQUADRON
🟪...WHO FRAMED ROGER RABBIT?

1992

⬛...BIONIC COMMANDO
🟥...DARKWING DUCK
🟥...GARGOYLE'S QUEST II
🟥...G.I. JOE: THE ATLANTIS FACTOR
🟥...GOLD MEDAL CHALLENGE
⬛...KNIGHT OF THE ROUND
🟩...MAGIC SWORD
🟪...MEGA MAN 2
🟥...MEGA MAN 4
🟩...THE MAGICAL QUEST STARRING MICKEY MOUSE
⬛...QUIZ & DRAGONS
🟪...SNOW BROS. JR.
🟪...STAR WARS
🟩...STREET FIGHTER II
⬛...STREET FIGHTER II CHAMPIONSHIP EDITION
🟩...SUPER BUSTER BROS.
⬛...VARTH

1993

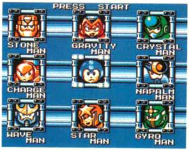
🟪...DARKWING DUCK
🟥...DUCK TALES 2
🟪...THE EMPIRE STRIKES BACK
🟩...FINAL FIGHT II
🟩...GOOF TROOP
🟪...THE LITTLE MERMAID
🟪...MEGA MAN 3
🟥...MEGA MAN 5
🟥...MIGHTY FINAL FIGHT
🟩...MVP FOOTBALL
🟪...TALE SPIN

MEGA MAN: A CHIP OFF THE OLD ROCK

In a video game world packed with superheroes, why does Mega Man stand out? Players cite the clean, sharp graphics, superb play control, interchangeable weapons and the variety of enemies as some of the reasons they like the games so much. And whenever a new game is announced, everyone wants to know who the enemies will be.

Mega Man is known as Rock Man in Japan, where he has a female cohort. Rumor has it that he was almost named Rainbow Man because he had seven weapons and the rainbow has seven colors. Fortunately, some far-sighted soul realized that Rainbow Man was a pretty wimpy name for a superhero, so they called the duo Rock and Roll. The U.S. Mega Man games don't include Roll, and Morici, who thought that Rock Man had little meaning to the U.S. audience, came up with the Mega Man moniker. The game caught on in a big way in the U.S., prompting Capcom to create additional Mega Man adventures for both NES and Game Boy. A Super NES Mega Man game is slated for later this year—and no, we can't tell you who the enemies will be.

When we ran a contest asking players to send their ideas for Mega Man characters, we were flooded with entries. We sent them on to Capcom for future game consideration.



One of Mega Man's appeals is that he gets the abilities and weapons of his enemies when he defeats them. He can switch and use new ones as he acquires them.

Rock Man is big business in Japan. He's so popular that all sorts of products, everything from comic books to action figures, feature the mega-hero.

In Japan, Rock Man is a hit with 5 Famicom games to his credit. But when he came to the states, the Rock Man name had to go.

THE FINEST FIERCEST FIGHTS

Capcom has made a name for itself by creating fighting games with intense, head-to-head action, a genre that plays especially well in the arcade setting, where players line up for their chances to knock off the king of coin-op hill. While early arcade titles such as 1942, Section Z and Trojan made successful transitions to the NES market, only more recent games like U.N. Squadron and Final Fight were able to take advantage of the technology of the Super NES to really bring the feel, look and sound of the arcade games home. Of course, Street Fighter II, with its simultaneous, two-player mode, has become by far the biggest hit among arcade translations. Players hooked on the arcade version were finally able to have almost the exact play experience at home on the Super NES, and they responded by buying the game in record numbers. What's next? Capcom recently announced that Cody and Haggar will be back in a new Super NES version of Final Fight II later this year. It's a two-player title that promises to deliver all of the bone-bashing action you can handle.

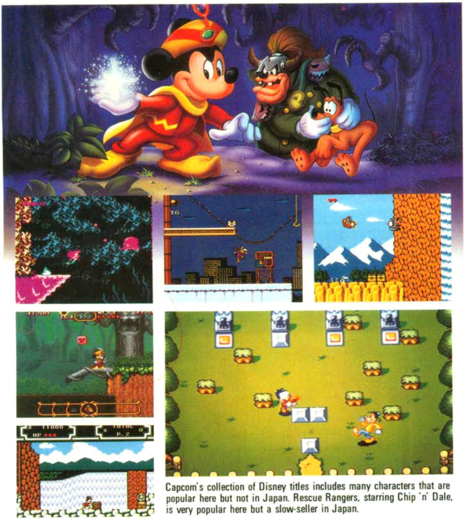
CODY
TIME
29

The original Final Fight game was released for the Super NES in 1990.

The amazing Street Fighter II phenomenon started with its release last summer.

The first Final Fight was not, in fact, final. The sequel is scheduled for release this spring.

THE DISNEY CONNECTION



Capcom's collection of Disney titles includes many characters that are popular here but not in Japan. Rescue Rangers, starring Chip 'n' Dale, is very popular here but a slow-seller in Japan.

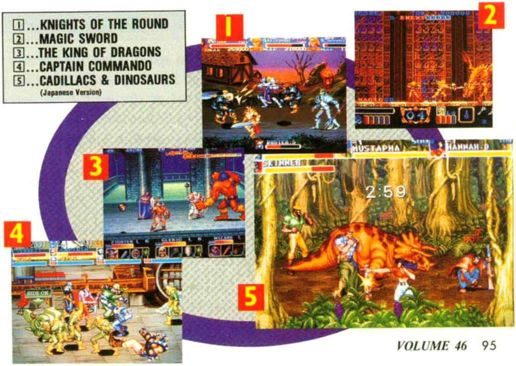
Although Capcom has been tremendously successful with its Mega Man and Street Fighter II characters, it's still much safer to develop games based on characters that are already well-known and liked. That's why Capcom's relationship with Disney has been so important. Mickey Mouse, for example, is known and loved worldwide, so a game that puts him in the starring role will have the mass appeal that can make it an instant hit. That's not to say, though, that Capcom could stick Mickey in just any game, good or bad. Disney is very protective of its characters—it won't allow them to be used unless the product meets its high standards, which Capcom's games do, time after time.

Many licensees develop and market their games in Japan and decide, based on sales there, whether or not to bring them to the U.S. Capcom, on the other hand, develops its Disney games in Japan, but the designers work with the American market in mind. That's why they've scored big with games like The Little Mermaid, Darkwing Duck and Duck Tales. The characters may not be well-known in Japan, but they certainly are popular here.

Capcom will be coming out with Goof Troop this spring, and the really big news is that it's developing Aladdin, based on the hit animated feature, for release later this year.

WHAT DOES THE FUTURE HOLD?

Aside from the games Capcom has officially announced, we can only speculate about what else it plans to produce in the future. If it continues with its tradition of translating hot arcade titles, we might see more of them join Street Fighter II and Magic Sword in Capcom's Super NES lineup sometime in the months or years to come. If today's big arcade hits become tomorrow's Super NES titles, we might see games such as Knights of the Round, King of Dragons, Captain Commando or Cadillacs & Dinosaurs make their way to home systems. In the meantime, players can anticipate Final Fight II, Super Mega Man and Aladdin, to name but a few of the hot games that keep Capcom at the top.



1...KNIGHTS OF THE ROUND
2...MAGIC SWORD
3...THE KING OF DRAGONS
4...CAPTAIN COMMANDO
5...CADILLACS & DINOSAURS
(Japanese Version)

Nintendo Power Awards '92

THE NESTERS!

Thank you, thank you! Yes, it's that time again. Time for the Nester Awards to be given to the best games of 1992. The judges deliberated for days while choosing the nominees. Now it's up to you, the faithful gamers, to choose the best of the best. Cast votes for your favorite game in each category on the Official Nester Awards Ballot, then send it in to us. Only one vote per category, please. The lucky winners will be showcased in Volume 48. Now, get voting!

This year marks the fifth time that the Nester Awards have been given out. From their auspicious beginnings back in 1988, the Nesters have always given the Nintendo nod to the best games of the year. Just in case you're wondering what games have won Nesters, we'll take a brief trip down Nintendo Power's memory lane. In 1988, the NES was the only system that Nintendo had available. The Nester for the Best Overall game went to Zelda II: The Adventure of Link while the Nester for Best Challenge went to The Legend of Zelda. In 1989, Nesters went out to Teenage Mutant

And the nominees are:

For Graphics and Sound:

Well-defined, well-animated characters and backgrounds are what counts the most in this category. The soundtrack should also be enjoyable and fit the overall tone of the game. For years, this has been a hotly contested category. 1992 appears to be no different!

SUPER NES

1. The Addams Family
2. Road Runner's Death Valley Rally
3. The Legend of Zelda–A Link to the Past
4. SoulBlazer
5. Super Star Wars

GAME BOY

1. Batman: Return of the Joker
2. Looney Tunes
3. Super Mario Land 2 – 6 Golden Coins
4. Mega Man II
5. Prince of Persia

NES

1. Darkwing Duck
2. The Empire Strikes Back
3. Krusty's Fun House
4. Mega Man IV
5. TMNT III: The Manhattan Project

For Theme and Fun:

What makes a game fun? It's usually a combination of game elements, but it's hard to say exactly. The games released in 1992 brought the concept of fun in video gaming to a higher level. Please choose your champions in each category.

SUPER NES

1. The Legend of Zelda–A Link to the Past
2. Mario Paint
3. The Simpsons: Bart's Nightmare
4. Street Fighter II: The World Warrior
5. Super Star Wars

GAME BOY

1. Bionic Commando
2. Boggle Plus
3. Kirby's Dream Land
4. Looney Tunes
5. Super Mario Land 2 – 6 Golden Coins

NES

1. Krusty's Fun House
2. Mega Man IV
3. Rampart
4. Spider-Man: Return of the Sinister Six
5. TMNT III: The Manhattan Project

For Challenge:

The games that usually rate the highest in the Challenge category are the games that can test the skill level of every player, not just the experts. Action and role-playing games received the most nominations in this category.

SUPER NES

1. The Addams Family
2. The Legend of Zelda–A Link to the Past
3. Space Megaforce
4. Super Smash T.V.
5. Super Star Wars

GAME BOY

1. Batman: Return of the Joker
2. Bionic Commando
3. Double Dragon
4. Mega Man II
5. Ultima: The Runes of Virtue

NES

1. Darkwing Duck
2. Dragon Warrior IV
3. G.I. Joe: The Atlantis Factor
4. Mega Man IV
5. Prince of Persia

For Play Control:

No matter how great a game may look and sound, if you can't control your characters very well, your appreciation of the game will be limited. There can't be enough focus placed on this extremely important aspect of gaming. Who's in control?

SUPER NES

1. Contra III: The Alien Wars
2. Street Fighter II: The World Warrior
3. Super Mario Kart
4. Super Star Wars
5. TMNT IV: Turtles In Time

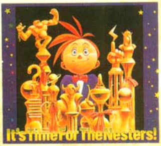
GAME BOY

1. Batman: Return of the Joker
2. Gradius: The Interstellar Assault
3. Kirby's Dream Land
4. Mega Man II
5. Super Mario Land 2 – 6 Golden Coins

NES

1. Darkwing Duck
2. Felix The Cat
3. Mega Man IV
4. Power Blade II
5. TMNT III: The Manhattan Project

Ninja Turtles for Best Overall game and to Mega Man II for Best Graphics & Sound. In 1990, Game Boy was included in the voting. The 1990 Nester for Best Overall Game Boy game went to TMNT: Fall of the Foot Clan. The NES Nester for Best Overall game went to Super Mario Bros. 3. Last year, in 1991, the competition for the coveted Nester was tougher than ever before. The Super NES was introduced to the public and was also included on the ballots. Battletoads took the Best Overall Nester award in 1991 while the Best Overall games in the Game Boy and Super NES categories were Metroid II: Return of Samus and Super Mario World, respectively. We are eagerly awaiting your votes so we can crown the winners for 1992!


It's Time For The Nesters!

And the nominees are...

For Best Hero:

There were many outstanding heroes to choose from this year. Factors that should influence your decision are the character's strength, agility, valor and wisdom. Who will be left standing after the dust settles? Only you can decide.

Any System

1. Chun Li
2. Darkwing Duck
3. Guile
4. Link
5. Mega Man

For Best(Worst?)Villain:

The baddest of the bad have come together here for your disapproval. They don't really give a rip who you think should be crowned "O Most Evil One," but we sure do! Which one of these nasty characters do you love to hate the most?

Any System

1. Aghanim
2. Dr. Wily
3. Evil Jaffar
4. M. Bison
5. Wario

For Most Innovative:

It isn't often that a game comes along and catches everyone's attention because of its originality. The games nominated in this category use the newest video game technologies and programming perspectives to give video game fans a refreshing change.

SUPER NES

1. Mario Kart
2. Mario Paint
3. NCAA Basketball
4. Out Of This World
5. Super Faceball 2000

For Best Sports Game:

There's not much to say about this category. It's fairly self-explanatory. The best sports games of all time are those that closely resemble the action of the real game. The Super NES certainly provides programmers the opportunity to do just that!

SUPER NES

1. Super Batter Up
2. NCAA Basketball
3. John Madden Football '93
4. NHLPA Hockey '93
5. Roger Clemens' MVP Baseball

Like clockwork, these Nintendo Power people keep asking me to announce and hand out these awards every year. What I can't figure out is why they won't let me choose the winners. Everyone knows that I have a colossal amount of knowledge about these games. That's gotta be why they put me on their trophies! Anyway, it's your right to vote, so you should take the time to do it!

VOTE!

GRAND PRIZE

ONE WINNER

25 Games of YOUR CHOICE! Choose from Super NES, NES and Game Boy games!

That's right! We're giving you a chance to win 25 great games! What's even better is that YOU are the person who gets to choose those games if you win! Choose 25 Super NES titles, 25 NES titles, 25 Game Boy titles, OR you can choose a combination of games for the three Nintendo systems.

PLAYER'S POLL

Please use the card below to specify your choices for the 1992 Nester Awards. Find the letter that corresponds to a specific category, then circle the number (1 through 5) that corresponds to your choice in that category. Please choose only one number for each category for questions A through S.

Graphics & Sound

A. Super NES
B. Game Boy
C. NES

Theme & Fun

D. Super NES
E. Game Boy
F. NES

Challenge

G. Super NES
H. Game Boy
I. NES

Play Control

J. Super NES
K. Game Boy
L. NES

M. Best Hero
N. Best Villain
O. Most Innovative
P. Best Sports Game

Best Overall

Q. Super NES
R. Game Boy
S. NES

T. Please indicate, in order of preference, your five favorite Super NES games.
U. Please indicate, in order of preference, your five favorite Game Boy games.
V. Please indicate, in order of preference, your five favorite NES games.
W. What game won the Best Overall Nester in the Super NES category for 1991?

Answers to the Player's Poll - Volume 46

Name
Address
City
Membership No.
[redacted]

Match the category to the letters listed, then circle the number that corresponds to the game you are voting for.

A. 1 2 3 [✓ 4] 5	**F.** 1 [✓ 2] 3 4 5	**K.** 1 [✓ 2] 3 4 5	**P.** 1 2 [✓ 3] 4 5
B. 1 2 3 [✓ 4] 5	**G.** 1 2 3 [✓ 4] 5	**L.** [✓ 1] 2 3 4 5	**Q.** 1 2 3 [✓ 4] 5 6 7
C. 1 2 3 4 [✓ 5]	**H.** 1 [✓ 2] 3 4 5	**M.** 1 2 3 [✓ 4] 5	**R.** 1 [✓ 2] 3 4 5 6 7
D. 1 2 3 [✓ 4] 5	**I.** 1 [✓ 2] 3 4 5	**N.** 1 2 3 [✓ 4] 5	**S.** 1 [✓ 2] 3 4 5 6 7
E. [✓ 1] 2 3 4 5	**J.** [✓ 1] 2 3 4 5	**O.** 1 2 [✓ 3] 4 5	

T. Indicate numbers 1-79 (from list on back of card) 1. 58 2. 26 3. 31 4. 20 5. 8
U. Indicate numbers 80-140 (from list on back of card) 1. 96 2. 98 3. 97 4. 136 5. 116
V. Indicate numbers 141-214 (from list on back of card) 1. 186 2. 187 3. 167 4. 168 5. 184
W. Trivia Test Answer: Super Mario World

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032
Redmond, WA 98073-9732

Super NES Games

1. The Addams Family
2. The Addams Family: Pugsley's Scavenger Hunt
3. Aerobiz
4. ActRaiser
5. Arcana
6. Axelay
7. Batman Returns
8. Battle Clash
9. Bazooka Blitzkrieg
10. Best of the Best
11. Bill Laimbeer's Combat Basketball
12. Bubsy - Claws Encounters of the Furred Kind
13. Bulls vs. Blazers
14. Contra III: The Alien Wars
15. Cybernator
16. Desert Strike
17. Drakkhen
18. Equinox
19. FaceBall 2000
20. Final Fantasy II
21. Final Fantasy Mystic Quest
22. Final Fight
23. Fire Power 2000
24. F1 ROC
25. F-Zero
26. Gradius III
27. Hit the Ice
28. Inindo: Way of the Ninja
29. Jeopardy
30. Jimmy Connors' Pro-Tennis Tour
31. John Madden's Football '93
32. King Arther's World
33. Krusty's Super Fun House
34. The Legend of Zelda-A Link to the Past
35. Lemmings
36. The Lost Vikings
37. Magical Quest Starring Mickey Mouse
38. Mario Paint
39. Mech Warrior
40. Monopoly
41. NBA All-Star Challenge
42. NCAA Basketball
43. NHLPA Hockey '93
44. Out of This World
45. Pilotwings
46. Push-Over
47. Road Runner's Death Valley Rally
48. R.P.M. Racing
49. Shadowrun
50. Shanghai II: Dragon's Eye
51. SimCity
52. The Simpsons: Bart's Nightmare
53. Sonic Blast Man
54. Soul Blazer
55. Space Megaforce
56. Spiderman and the X-men
57. Star Fox
58. Streetfighter II
59. Super Baseball Simulator 1.000
60. Super Bases Loaded
61. Super Bowling
62. Super Castlevania IV
63. Super Conflict
64. Super Ghouls 'N Ghosts
65. Super Mario Kart
66. Super Mario World
67. Super Off Road
68. Super Smash T.V.
69. Super Star Wars
70. Super Strike Eagle
71. Tiny Toon Adventures: Buster Busts Loose
72. Thunder Spirit
73. T.M.N.T. IV: Turtles in Time
74. Top Gear
75. True Golf Classics: Waialae C.C.
76. Wayne's World
77. Wing Commander
78. Wings 2
79. X-Zone

Game Boy Games

80. The Addams Family
81. Adventure Island II
82. Aliens 3
83. Batman: Return of the Joker
84. Battleship
85. Battletoads
86. Bionic Commando
87. Bonk's Adventure
88. Castlevania II: Belmont's Revenge
89. Choplifter II
90. Darkwing Duck
91. Double Dragon II
92. Double Dragon III
93. Dr. Mario
94. The Empire Strikes Back
95. Faceball 2000
96. Final Fantasy Adventure
97. Final Fantasy Legend
98. Final Fantasy Legend 2
99. The Flintstones
100. F1 Race
101. Home Alone
102. The Humans
103. The Hunt for Red October
104. The Incredible Crash Dummies
105. Jeep Jamboree
106. The Jetsons: Robot Panic
107. Kid Dracula
108. Kid Icarus
109. Kingdom Crusade
110. Kirby's Dream Land
111. Krusty's Funhouse
112. Lazlo's Leap
113. The Little Mermaid
114. Looney Tunes
115. Mega Man in Dr. Wily's Revenge
116. Mega Man III
117. Metroid II: The Return of Samus
118. Milon's Secret Castle
119. Operation C
120. Prince of Persia
121. Rampart
122. The Ren & Stimpy Show
123. The Simpsons: Escape From Camp Deadly
124. Spot: The Cool Adventure
125. Spider-Man
126. Super Mario Land
127. Super Mario Land 2 - 6 Golden Coins
128. Super RC ProAm
129. Tecmo Bowl
130. Terminator 2: Judgment Day
131. Tetris
132. TMNT: Back from the Sewers
133. TMNT: Fall of the Foot Clan
134. Track & Field
135. Turn and Burn
136. Ultima: The Runes of Virtue
137. Wave Race
138. WWF Superstars II
139. Yoshi
140. Yoshi's Cookie

NES Games

141. Ace Harding: Lost in Las Vegas
142. The Addams Family
143. Adventure Island III
144. Aliens III
145. American Gladiators
146. Baseball Stars
147. Bases Loaded II
148. Batman
149. Batman: Return of the Joker
150. Batman Returns
151. Battletoads
152. Bomberman II
153. Captain America and the Avengers
154. Casino Kid 2
155. Castlevania II--Simon's Quest
156. Castlevania III--Dracula's Curse
157. Caesars Palace
158. Cool World
159. Contra Force
160. Crash 'N the Boys
161. Crystalis
162. Darkwing Duck II
163. Disney's Duck Tales
164. Double Dragon II
165. Double Dragon III
166. Dragon Warrior II
167. Dragon Warrior III
168. Dragon Warrior IV
169. Dr. Mario
170. Eon Man
171. The Empire Strikes Back
172. Final Fantasy
173. Goal 2
174. G.I. Joe
175. Hillsfar
176. Ice Challenge
177. The Incredible Crash Dummies
178. James Bond Jr.
179. The Jetsons
180. Joe & Mac
181. Kirby's Adventure
182. The Legend of Zelda
183. Maniac Mansion
184. Mega Man II
185. Mega Man III
186. Mega Man IV
187. Mega Man V
188. Metroid
189. Mickey's Safari in Letterland
190. Monopoly
191. NES Play Action Football
192. Ninja Gaiden 2
193. Ninja Gaiden 3
194. Power Blade 2
195. Roger Clemens MVP Baseball
196. The Simpsons: Bart vs. the Space Mutants
197. The Simpsons: Bart vs. the World
198. StarTropics
199. Star Wars
200. Super Off Road
201. Super Mario Bros.
202. Super Mario Bros. 2
203. Super Mario Bros. 3
204. Tecmo NBA Basketball
205. Tecmo Super Bowl
206. Tetris
207. Terminator 2: Judgment Day
208. Tiny Toon Adventures : Trouble in Wackyland
209. TMNT II: The Arcade Game
210. TMNT III
211. Yoshi
212. Yoshi's Cookie
213. Zelda II--The Adventure of Link
214. Zen: Intergalactic Ninja

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For Best Overall:

This is it. The big one! The game that emerges victorious in this category will be crowned the Big Cheese of video games for 1992! Consider the nominees carefully. Every aspect of the games counts in this vote. Remember, you can only vote for one.

SUPER NES

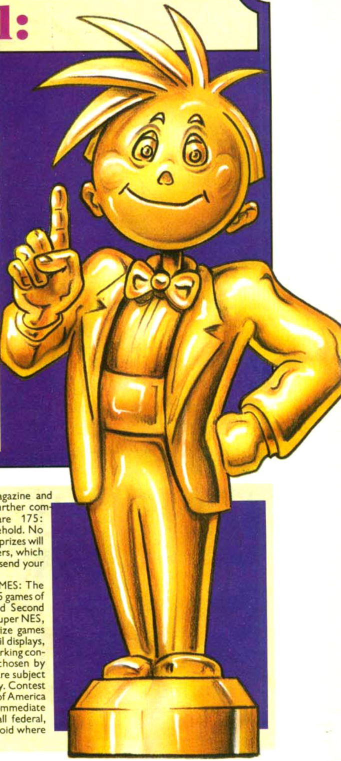
1. **Contra III: The Alien Wars**
2. **The Legend of Zelda –A Link to the Past**
3. **Mario Paint**
4. **Street Fighter II: The World Warrior**
5. **Super Mario Kart**
6. **Super Star Wars**
7. **TMNT IV: Turtles In Time**

GAME BOY

1. **Batman: Return of the Joker**
2. **Bionic Commando**
3. **Kirby's Dream Land**
4. **Looney Tunes**
5. **Mega Man II**
6. **Prince of Persia**
7. **Super Mario Land 2 –6 Golden Coins**

NES

1. **Darkwing Duck**
2. **Dragon Warrior IV**
3. **The Empire Strikes Back**
4. **Krusty's Fun House**
5. **Mega Man IV**
6. **Spider-Man: Return of the Sinister Six**
7. **TMNT III: The Manhattan Project**



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To enter, just fill out the Player's Poll response card and vote for the Nester Awards, or print your name, address, telephone number and Volume 46 on a plain 3½"×5" card. Mail your entry to:

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One entry per person please. All entries must be postmarked no later than April 1, 1993. We are not responsible for lost, stolen, or misdirected mail. On or about April 15, 1993, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are 175: 1,000,000. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after April 30, 1993, send your request to the address above.

GRAND PRIZE SELECTION OF GAMES: The Grand Prize winner will be awarded 25 games of his or her choice. The one hundred Second Prize winners will each receive one Super NES, NES or Game Boy game. Second Prize games may have been used in Nintendo retail displays, but are guaranteed to be in proper working condition. Second Prize games will be chosen by the Nintendo Power staff. All games are subject to availability. Some restrictions apply. Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations. Void where prohibited by law.

SECOND PRIZE 100 WINNERS!

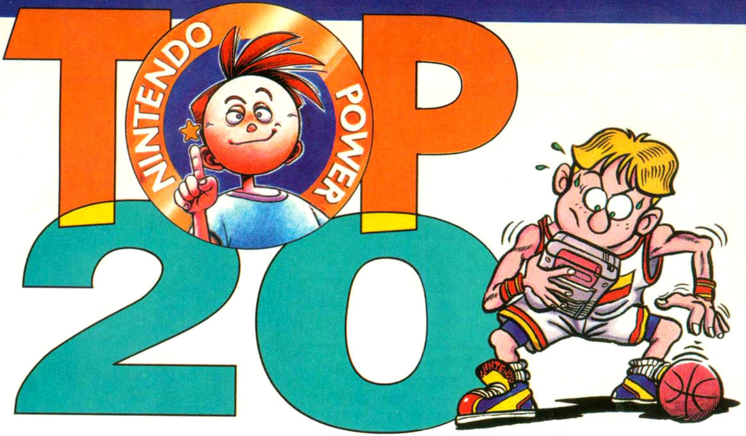
Choose a Super NES, NES or Game Boy game!

100 of our lucky readers will receive one Super NES, NES or Game Boy game. Game titles will be chosen by the Nintendo Power staff.

THIRD PRIZE

50 WINNERS

NINTENDO POWER JERSEYS!



Super Mario Land 2 has taken the number one spot for Game Boy by a landslide, scoring nearly twice the points that Metroid II did. Tecmo Super Bowl holds on to the top spot on the NES chart for the second month in a row, but Mario is fighting his way back to number one.

SUPER NES

1 24,949 POINTS
9 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

The hot action of Street Fighter II holds on to the top spot once again. With awesome graphics like this, you can't lose!

2 19,066 POINTS
4 MONTHS

SUPER MARIO KART

Mario and his racing buddies have zoomed into second place. Does Mario's kart have the turbo power to take first place? We'll see next month.

3 19,023 POINTS
15 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST

Once again Link is fighting evil monsters, finding valuable treasures and saving the beautiful Zelda. Lucky for us a hero's work is never done.

4 12,893 POINTS

MARIO PAINT

Creativity is the key when playing with Mario Paint. The fun never stops!

5 9,538 POINTS

NCAA BASKETBALL

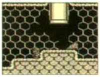
With fast breaks and slam dunks you can get your team to the Final Four.

6	6,866 POINTS	FINAL FANTASY II
7	6,658 POINTS	SUPER MARIO WORLD
8	5,987 POINTS	F-ZERO
9	5,973 POINTS	THE MAGICAL QUEST STARRING MICKEY MOUSE
10	4,859 POINTS	ROAD RUNNER'S DEATH VALLEY RALLY
11	4,803 POINTS	SUPER STAR WARS
12	4,392 POINTS	JOHN MADDEN'S FOOTBALL '93
13	3,767 POINTS	SIMCITY
14	3,387 POINTS	THE SIMPSONS: BART'S NIGHTMARE
15	3,309 POINTS	TMNT IV: TURTLES IN TIME
16	3,166 POINTS	ACTRAISER
17	3,155 POINTS	CONTRA III: THE ALIEN WARS
18	2,875 POINTS	SUPER CASTLEVANIA IV
19	2,747 POINTS	SUPER PLAY ACTION FOOTBALL
20	2,545 POINTS	FINAL FANTASY MYSTIC QUEST

GAME BOY

1 26,596 POINTS
6 MONTHS

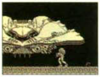
SUPER MARIO LAND 2- SIX GOLDEN COINS



Mario's latest adventure has taken the world by storm! Help Mario recapture the land from Wario. Hurry, before it's too late!

2 14,436 POINTS
15 MONTHS

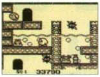
METROID II: RETURN OF SAMUS



Samus has fought her way back into the number two spot. It'll be a tough battle if she wants to steal number one from Mario.

3 9,463 POINTS
4 MONTHS

KIRBY'S DREAM LAND



Kirby is cleaning up the charts again. The fun-filled action of this game keeps pushing the cute little warrior towards the top.

4 9,415 POINTS

SUPER MARIO LAND

The original Mario game for Game Boy is still rocking the charts!

5 7,976 POINTS

TETRIS

Strong pro and player support has kept this classic near the top. Let's get Tetrisized!

6	7,787 POINTS	FACEBALL 2000
7	7,709 POINTS	DR. MARIO
8	5,689 POINTS	MEGA MAN IN DR. WILY'S REVENGE
9	4,771 POINTS	BATTLETOADS
10	4,335 POINTS	F-1 RACE
11	3,763 POINTS	FINAL FANTASY LEGEND II
12	3,551 POINTS	ALTERED SPACE
13	3,531 POINTS	TMNT II: BACK FROM THE SEWERS
14	3,162 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
15	3,098 POINTS	MEGA MAN II
16	2,998 POINTS	TMNT: FALL OF THE FOOT CLAN
17	2,902 POINTS	YOSHI
18	2,893 POINTS	FINAL FANTASY LEGEND
19	2,870 POINTS	FINAL FANTASY ADVENTURE
20	2,858 POINTS	MEGA MAN III

NES

1 12,127 POINTS
13 MONTHS

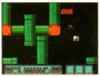
TECMO SUPER BOWL

TOUCH DOWN!
5-6

This hot game has held on to the top spot for the second month in a row. Can it cut it in the off season?

2 11,917 POINTS
41 MONTHS

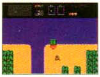
SUPER MARIO BROS. 3



Mario has moved closer to retaking the number one spot. Less than 200 points separate number one from number two. Go, Mario!

3 9,014 POINTS
54 MONTHS

THE LEGEND OF ZELDA



The action never ends in Link's classic first adventure. His popularity will keep him on the charts for months to come!

4 6,784 POINTS

BATTLETOADS

These guys aren't your average frogs. These Web-foots mean action!

5 6,665 POINTS

MEGA MAN IV

Everyone's favorite android rounds out the top five this month with his fourth hit game!

6	5,544 POINTS	TMNT III: THE MANHATTAN PROJECT
7	5,131 POINTS	METROID
8	4,476 POINTS	FINAL FANTASY
9	4,379 POINTS	TETRIS
10	3,876 POINTS	DR. MARIO
11	3,615 POINTS	MEGA MAN III
12	3,484 POINTS	NES OPEN TOURNAMENT GOLF
13	3,375 POINTS	TMNT II: THE ARCADE GAME
14	3,301 POINTS	ZELDA II: THE ADVENTURE OF LINK
15	3,280 POINTS	SUPER MARIO BROS. 2
16	3,087 POINTS	TECMO NBA BASKETBALL
17	2,998 POINTS	YOSHI
18	2,885 POINTS	MONOPOLY
19	2,787 POINTS	TINY TOON ADVENTURES
20	2,464 POINTS	BASEBALL STARS

NOW PLAYING

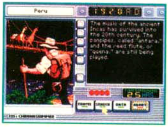
MARCH
1993

LOOK FOR THESE RELEASES SOON

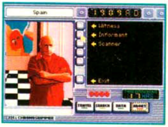
WHERE IN TIME IS CARMEN SANDIEGO?

Company	**Hi-Tech**
Suggested Retail Price	**$59.95**
Release Date	**February 1993**
Memory Size	**8 Megabits**
Game Type	**Edutainment with historical and geographical puzzles**

Carmen SanDiego and other V.I.L.E. hench-persons scour the globe in our time and throughout history to steal priceless artifacts. Your job is to track down the fiends by using a time warp device. In each location you visit, you can question witnesses and informers plus look for physical clues. If the culprit has been there, the clues will lead you to the next location of the thief, but it's up to you to decipher the clues. One of the strengths of this game is that the clues can range from direct geographical references to mentions of the art, music or literature from a particular country. For instance, a clue leading you to Russia might mention the Kremlin, or Tolstoy. Eventually, you will amass enough data to identify the thief; and when you catch up to the brigand, you'll bring him or her to justice.



The music of the ancient Incas has survived into the 20th century. The panpipes, called "antara," and the reed flute, or "quena," are still being played.



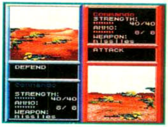
➕ You can select from five separate text languages, which makes this a language tutor as well as a fun game.

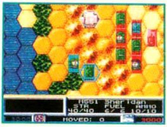
➖ At higher levels of play, the personal clues are given so infrequently that you might track down the suspect before you have a warrant, which may result in a failed mission.

SUPER CONFLICT

Company	**Vic Tokai**
Suggested Retail Price	**Not Available**
Release Date	**March 1993**
Memory Size	**8 Megabits**
Game Type	**Military strategy**

The strategy of military conflict has fascinated mankind for millennia. What does it take to lead an army to victory? Vic Tokai's military strategy game gives you the chance to order modern land, air, and naval forces in more than 50 scenarios.





➕ Unlike some map-based strategy games, Super Conflict gives you immediate visual feedback. The learning curve is well designed, easing you into simple scenarios at first with complex scenarios at the higher levels.

➖ It is difficult to see the difference between the highlighted selection on the Option Menu and those that aren't highlighted. There is no provision for changing from Fast Battle mode to Long Battle mode during a scenario.

KING ARTHUR'S WORLD

Company	**Jaleco**
Suggested Retail Price	**Not Available**
Release Date	**March 1993**
Memory Size	**4 Megabits**
Game Type	**Action/puzzle strategy with Super NES Mouse compatibility**

The marching soldiers of King Arthur's World are as mindlessly dedicated as lemmings, and just as engaging. You must direct their attacks in three worlds, each of which contains many kingdoms. This month's review will help you plan your campaign.

+ Rich backgrounds, rich music, compelling game play. Excellent game control with the Super NES Mouse.

− The controls for selection of troops and cursor movement are awkward when using the regular Super NES Controller. The result is that you can lose troops by making a simple cursor movement error. The upper stages are strange worlds that seemingly have nothing to do with the Arthurian legend.

BRAWL BROS.

Company	**Jaleco**
Suggested Retail Price	**Not Available**
Release Date	**February 1993**
Memory Size	**12 Megabits**
Game Type	**Scrolling street fight with two-player option and VS. mode**

The year of the street fighter continues with Jaleco's Brawl Bros., which is not a sequel to Rival Turf or Double Dragon, although it does share some of the characteristics of those games. The basic battle takes place on the street with one player or two playing simultaneously. At the end of each stage is a clone of one of your pals. Thrash the clone and you'll be able to use your fellow fighter for future fisticuffs. Each character has basic kicking and punching moves, plus an easy-to-use special attack. You can also pick up weapons and use them against your enemies. You can play a buddy in the VS. Mode or activate the "Angry Mode" which gives you a burst of energy when you've received a certain amount of damage. Very cool. The characters are also pretty cool--not just the standard street thugs in blue jeans and torn sweatshirts.

SELECT PLAYER
1P

+ Good graphics and cool characters plus some easily performed special moves set this game apart. Two-player action is a must in this type of game.

− Nothing new in the street fighting genre. A small variety of moves.

SUPER STRIKE EAGLE

Company	**Microprose**
Suggested Retail Price	**$69.95**
Release Date	**March 1993**
Memory Size	**8 Megabits**
Game Type	**Air combat simulation**

The F-15E Strike Eagle is a remarkable aircraft capable of engaging the most agile enemy war planes or carrying out bombing missions deep behind hostile lines. This simulation captures much of the tactical feel of a real mission. Strap yourself into the cockpit for this month's review.

+ Great realism during the dog-fighting stages. Multiple missions.

− Control during the bombing mission can be confusing at first. The movement of the plane in the bombing missions is jerky, making flying and targeting awkward.

WAYNE'S WORLD

Company	**T*HQ**
Suggested Retail Price	**$54.95**
Release Date	**March 1993**
Memory Size	**8 Megabits**
Game Type	**Scrolling action based on the movie**

Wayne rocks and rolls through this action game in search of his buddy, Garth. This game is a digital extravaganza of sound and graphics in which Elvis returns from the great beyond. NOT! Check out what's really in store in this month's review. Four worlds.

YEAH, AND IT FELT REALLY OOOGY, TOO . . . JUST LIKE THE TWILIGHT ZONE! IT WAS ENOUGH TO MAKE ME WANT TO SPEW!

0005600
HEAVEN

+ Cool themes, graphics and sound are the highlights of this game. There is a high degree of challenge.

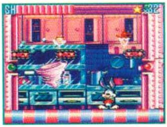
− Some digitized graphics have an extremely long access time, causing long pauses in the action. The hit detection range on objects is very small, so you must jump directly to the center of an object or fall through it.

TINY TOON ADVENTURES

Company	**Konami**
Suggested Retail Price	**Between $49-59**
Release Date	**February 1993**
Memory Size	**8 Megabits**
Game Type	**Cartoon action starring the famous Tiny Toon characters**

Buster Bunny charges through a world of crazed toons, traps and puzzles in six wildly different levels with multiple stages. The inventive bonus areas between action stages are almost as fun as the regular game. Both the graphics and animation will remind you of the TV cartoon antics of Buster. As for game play, he may look cute and cuddly, but he is definitely into turbo-charged action. Get up to speed with this issue's review.

LIFE
DASH
05
40
10



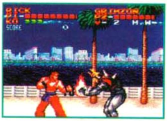
+ Buster's high-speed dash is great. Look for outstanding graphics and sound! Also look for a wide variety of game situations from strategic bunny bopping to bonus rounds.

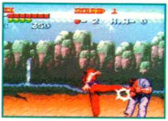
− The theme of the game might attract young players who find it too challenging.

ULTIMATE FIGHTER

Company	Culture Brain
Suggested Retail Price	$64.50
Release Date	March 1993
Memory Size	12 Megabits
Game Type	Street fighting action

Options galore are what set Ultimate Fighter apart from the rest of the street-fighting crowd of games. Not only do you have dozens of offensive and defensive moves, you have eight levels of difficulty and five play modes. The main game has scrolling fighting action like Sonic Blast Man or Double Dragon. Play control of your fighter is good, but many of the opponents aren't that tough. For variety, there are 32 enemy characters in the game, and you can use a Password to continue in the Journey Mode. For alternate player action for up to eight contestants, try the VS. Tournament mode. There is also a Boss Mode—you just fight the boss—and a Battle Mode, in which you can fight any of the 32 different enemies. There is even an Animation Mode, which allows you to command your character without actually being in physical control. The graphics look nice and the large characters will remind you of Final Fight, but there isn't a lot of variety.





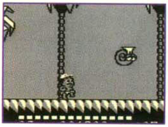
+ Multiple player options and lots of moves will keep street-fighting fans coming back for more.

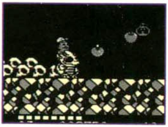
− Some of the moves are difficult to control, and for some moves to be effective you must initiate them only when an icon appears on your character. Nothing really new for this type of game.

ADVENTURE ISLAND 2

Company	Hudson Soft
Suggested Retail Price	$29.95
Release Date	March 1993
Memory Size	2 Megabits
Game Type	Scrolling action

Master Higgins searches eight adventure-filled islands for Jeanie Jungle, who has been beamed up by aliens. With the help of friendly dinosaurs and lots of Power-Ups, including hidden warps, Higgins jumps and shoots his way through this sequel. Check out the hidden items in this month's review.





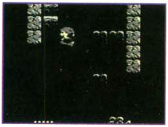
+ Good control and lots of stages make this game a lasting challenge.

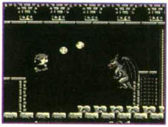
− Really nothing new from previous Adventure Island games.

MILON'S SECRET CASTLE

Company	Hudson Soft
Suggested Retail Price	$29.95
Release Date	March 1993
Memory Size	1 Megabit
Game Type	Room stage action

It's up to Milon to find the hidden treasures that can save Queen Eliza, but it won't be easy, even with the tips from the review in this issue. Fans of the original NES Milon's Secret Castle will find the same searching, jumping and shooting action.





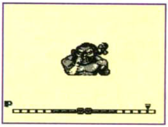
+ Lots of challenge and hidden items.

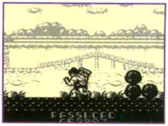
− You must fire your bubbles everywhere if you expect to find the hidden treasures. This can require a lot of patience.

SUMO FIGHTER

Company	DTMC
Suggested Retail Price	$29.99
Release Date	March 1993
Memory Size	1 Megabit
Game Type	Scrolling action with event bonus stages

This is a far cry from DTMC's last Game Boy title, Lazlo's Leap, but it is just as involving in its own way. As a champion sumo wrestler, you strap on your diaper and go to battle with an evil samurai who has kidnapped your sweetheart. Okay, so you aren't about to play this game for its plot or characters. Instead, look at the action. Your sumo moves are unique—hand slaps, earth-shaking foot stomps, forearm pushes. In a word, it's weird, but fun too. There are bonus areas where your super sumo wrestles or fights in other disciplines such as kick boxing. The password lets you move forward continuously in the game and you can boost your skill levels with experience points.





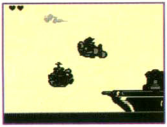
+ Variety of game play, plus bonuses that include various sporting events.

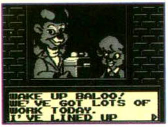
− Although Sumo wrestlers are big, sumo wrestling is not well-understood in the U.S. Some players may be confused by the theme and action as a result.

TALE SPIN

Company	Capcom
Suggested Retail Price	Not Available
Release Date	March 1993
Memory Size	1 Megabit
Game Type	Side-scrolling cartoon character action

Baloo the bear dons his goggles and takes to the air in the latest of Capcom's Disney character titles. Baloo's plane flies upside-down when steered to the left, and rightside-up when piloted to the right of the screen. Although the graphics look sharp, the action can be confusing with all the necessary switching between upside-down and rightside-up.





WAKE UP BALOO!
WE'VE GOT LOTS OF
WORK TODAY.
I'VE LINED UP

+ Big, fun graphics.

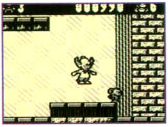
− Awkward upside-down view when flying to the left.

KRUSTY'S FUN HOUSE

Company	Acclaim
Suggested Retail Price	$27.95
Release Date	March 1993
Memory Size	1 Megabit
Game Type	Room stage puzzle

The third reincarnation of Krusty's Fun House offers more of the same puzzles in complex rooms where every rat is for himself. After leading the rats to their demise, Krusty must uncover the secrets of the room and then move on. This month's Power review takes a closer look.

KRUSTY'S
PUSH START!
FUN HOUSE



+ This game has a lot of depth and will keep both action and puzzle gamers playing for a long time.

− Unless you only have a Game Boy, playing Krusty's Fun House on the NES or Super NES with the improved graphics is a better choice. Also, if you already have one of the other games, this version offers nothing new.

THE EMPIRE STRIKES BACK

Company	Capcom
Suggested Retail Price	Not Available
Release Date	March 1993
Memory Size	1 Megabit
Game Type	Side-scrolling sci-fi action

Luke is back, and so is the Empire in this nearly identical copy to the NES game. While the story is told in cinema graphics, the action takes place in traditional side-scrolling and vertical platform areas. This month's review covers the basics of Jedi survival.

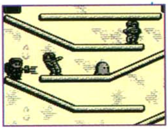
+ Superior cinema graphics. Variety of action characters, including vehicles and mounts. Very challenging.

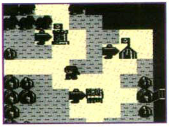
− It is difficult to fight in close quarters due to the speed of the enemies, the number of times they must be hit to be defeated, and the slowness of the control functions.

TUMBLEPOP

Company	Data East
Suggested Retail Price	Between $24.95-$29.95
Release Date	January 1993
Memory Size	1 Megabit
Game Type	Action puzzle

Whoever would have thought that vacuum attacks would become so popular on Game Boy. First there was Kirby's Dream Land, and now there is Tumblepop. Your character in Tumblepop uses a vacuum to suck up baddies and spits them out as letters, coins or Power-Up items, which you then collect. Power-Up items include such things as roller skates to speed you up, or clocks to slow things down. You can also buy these items in the store. The action takes place on a single screen where you jump between platforms while sucking up the enemies.





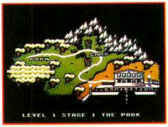
+ This is a big game with lots of areas to conquer. The Power-Up items speed things up considerably. Bonus rounds allow you to stock up on the items.

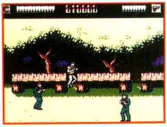
− The action levels don't really offer much variety. It's never really clear why you are supposed to be collecting letters to spell TUMBLEPOP. It's equally unclear what your goal is in any given level.

LETHAL WEAPON

Company	Ocean
Suggested Retail Price	$49.95
Release Date	March 1993
Memory Size	2 Megabits
Game Type	Scrolling action based on the movie

Riggs and Murtaugh are back on the street stopping criminals any which way they can. Usually that means shooting them, but when they run out of bullets, they aren't above using their fists and feet. Although this is a one-player game, you can use either of the LAPD's most mismatched partners, and you can switch back and forth in the middle of a stage. The five levels of straight action allow movement up and down on the path, but the perspective can make jumping on top of objects difficult.





+ The action is non-stop and you have your choice of characters, each of which has his own offensive fighting strength, which adds to the variety of play.

− The game doesn't capture any of the feeling of the movie. Hit detection when you shoot an enemy character requires you to be lined up precisely with him. Overall control is rather poor.

BREAK TIME

Company	FCI
Suggested Retail Price	$34.99
Release Date	March 1993
Memory Size	1 Megabit + 256K RAM
Game Type	Pool tournament

FCI has put together a pool tournament for the NES with pro players from around the country. Each of the professionals has his or her own favorite tricks, but you can check out their moves on the Watch Mode. The basic game options for one or two players include Rotation, 8 Ball, 9 Ball, 14-1 Rack and the National Tour.

⊞ The game contains many of the standard pool variations.

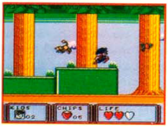
⊟ Slow cursor speed and unrealistic movement of the balls over the table.

KID KLOWN IN NIGHT MAYOR WORLD

Company	Kemco
Suggested Retail Price	Not Available
Release Date	March 1993
Memory Size	2 Megabits
Game Type	Scrolling action

Kid Klown is about the most unlikely hero imaginable, but the evil Night Mayor will have his hands full once he kidnaps Kid Klown's klan. Through six stages of jumping and balloon popping action, Kid Klown tries to save his family. He'll take on a large menagerie of animal enemies plus bosses at the end of each stage. The play is fairly easy when you start, but picks up in challenge the further you progress. If you play through the game once, you can play again at a higher degree of difficulty. The coolest move in the game is when Kid Klown holds onto his balloon and floats back down to earth. This is a great way to get past some enemies.

Kid Klown
Night Mayor World
©1993 KEMCO



⊞ Good graphics and control.

⊟ Low challenge factor during the first round of play.

MICKEY'S SAFARI IN LETTERLAND

Company	Hi Tech
Suggested Retail Price	$44.95
Release Date	March 1993
Memory Size	2 Megabits
Game Type	Educational scrolling action for pre-schoolers

This Game Pak from Hi Tech is really a learning tool for kids who are just starting to read. Mickey Mouse is the main character who travels around the world finding ancient letter tiles. The challenge is more in the learning than in the game play itself, as you can see in this issue's review.

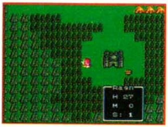
⊞ A great alphabet\reading aid for preschool kids.

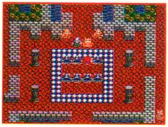
⊟ No game play or harder levels to make the game interesting for a wider range of players.

DRAGON WARRIOR IV

Company	Enix
Suggested Retail Price	Not Available
Release Date	October 1992
Memory Size	4 Megabits
Game Type	Role-playing adventure, 4th in the series

The quest in Dragon Warrior IV takes place in five chapters, each with different characters and missions. The world is huge and the story is compelling. Other innovations include the use of Tactics during combat in Chapter 5 so you don't have to command each party member. This month's review should help you over the hurdles of this sprawling adventure.





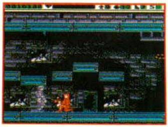
⊞ Multiple characters and story lines. A huge world to explore. New fighting tactics for parties.

⊟ The graphics are not as high quality as previous Dragon Warrior games.

TERMINATOR

Company	Mindscape
Suggested Retail Price	$49.95
Release Date	February 1993
Memory Size	1 Megabit
Game Type	Scrolling action based on the movie

This action game is based on the original Terminator film in which time travel is used to prevent unwanted events in the future. Your character is the Terminator and your mission is to go back to 1984 to find John Conner, the rebel leader who is only a boy. Although the missions are based on the movie, little else of the game will remind you of the film. The game may be about saving the world, but you'll wish you'd saved your money.



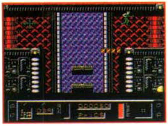
⊞ You can pick up extra weapons as you progress.

⊟ Blocky graphics and awkward jumping and shooting control result in uneven, jerky play.

ALIEN^3

Company	LJN
Suggested Retail Price	$49.95
Release Date	March 1993
Memory Size	2 Megabits
Game Type	Scrolling action adventure based on Alien^3

Ripley races against time on the planet Fiorina 161 to save the humans in this nest of super aliens. She'll have to locate the captives in huge mazes while staving off alien attacks and searching for extra weapons and ammo. This month's Power review will get you started on a challenging mission.



+ The race-against-time aspect of this game keeps the tension high. Good sound and lots of variety of weapons. Configuration mode lets you set your difficulty level and choose up to nine lives.

− The graphics don't vary much between stages to the point that you may wonder if you've progressed at all. Jumping control is not as precise as it could be.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
BRAWL BROS.	JALECO	2P-S	3.3	3.3	3.3	2.9	FIGHTING ACTION
KING ARTHUR'S WORLD	JALECO	1P-PASS	3.5	2.5	3.2	3.7	STRATEGY PUZZLE
SUPER CONFLICT	VIC TOKAI	2P-A BATT	3.1	3.3	3.4	3.3	COMBAT STRATEGY
SUPER STRIKE EAGLE	MICROPROSE	1P-PASS	3.4	3.1	3.7	3.6	AIR COMBAT
TINY TOON ADVENTURES	KONAMI	1P	4.1	3.7	3.8	3.8	COMIC ACTION
ULTIMATE FIGHTER	CULTURE BRAIN	2P-S(8P-A)	3.3	3.1	3.3	3.4	FIGHTING ACTION
WAYNE'S WORLD	T*HQ	1P	3.6	3.1	3.5	3.3	COMIC ACTION
WHERE IN TIME IS CARMEN SANDIEGO?	HI TECH	1P-PASS	3.1	2.8	3.4	3.5	EDUTAINMENT

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
ADVENTURE ISLAND 2	HUDSON	1P-PASS	3.6	3.9	3.3	3.1	ACTION
THE EMPIRE STRIKES BACK	CAPCOM	1P	3.4	3.0	3.3	3.6	ACTION
KRUSTY'S FUN HOUSE	ACCLAIM	1P-PASS	3.4	3.1	3.3	3.3	ACTION PUZZLE
MILON'S SECRET CASTLE	HUDSON	1P-PASS	3.0	2.5	3.5	3.5	ACTION PUZZLE
SUMO FIGHTER	DTMC	1P-PASS	3.1	3.4	4.0	2.9	ACTION
TALE SPIN	CAPCOM	1P	3.3	3.1	3.1	3.1	COMIC ACTION
TUMBLEPOP	DATA EAST	2P-S PASS	3.1	3.3	3.1	3.2	ACTION PUZZLE

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
ALIEN ^{3}	LJN	1P	3.1	2.8	3.4	3.4	ACTION
BREAK TIME	FCI	2P-A	2.6	2.9	2.9	2.9	POOL
DRAGON WARRIOR IV	ENIX	1P-BATT	2.9	3.3	3.5	3.4	RPG
KID KLOWN IN NIGHT MAYOR LAND	KEMCO	1P	3.2	3.5	2.2	2.5	ACTION
LETHAL WEAPON	OCEAN	1P	2.4	3.0	2.4	2.3	ACTION
MICKEY'S SAFARI IN LETTERLAND	HI TECH	1P	3.6	3.8	2.2	3.0	EDUTAINMENT
TERMINATOR	MINDSCAPE	1P	2.7	2.6	2.6	2.5	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

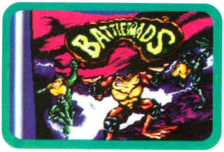
NINTENDO POWER

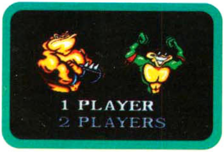
A LOOK INTO THE GAMES OF THE FUTURE

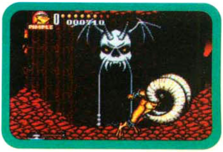
PAK WATCH

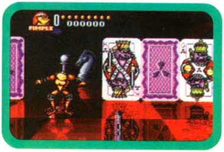
BATTLETOADS IN BATTLEMANIACS TRADEWEST

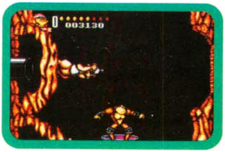
After a lengthy wait and tons of speculation, the toads finally showed up at the Pak Watch desk in a mid-development version from Tradewest. So, what's the verdict? Wow! The frogs are in true RARE form and at their battle-banging best. In their Super NES debut, the fab frogs pick up where they left off—that means they're picking up bones and each other, not to mention bad manners, while clubbing some of the wildest enemies in the universe including the Four Pigs of the Apocalypse. Great special moves include fist hammers and giant foot kicks. Two players can take on the terrors of frog-hating fiends, or one can go at it alone. The graphics are superior all down the line, and the game play is just as inventive, fun and challenging as the NES and Game Boy games. The eight levels will take Rash and Pimple from the Khaos Mountains to the Tower of Shadows where the Dark Queen and Silas Volkmire are planning the overthrow of the real universe. They'll ride speed bikes, levitation disks, giant snakes and pass through a Toad Squashing Machine. As for the graphics, expect some of the best effects to date on the Super NES. The reflective floors on one level look so clean you can almost see yourself in them. As good as all this sounds, our sources at Tradewest say that the development goes on. They said that the development team at RARE won't rest until Battletoads in Battlemaniacs truly lives up to the high expectations for the game held by Battletoads fans. From this Pak Watcher's point of view, that sort of commitment to quality is a good sign.

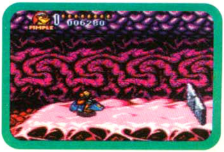










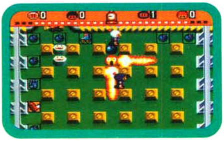


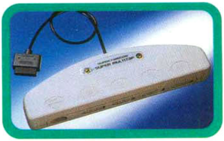
SUPER BOMBERMAN

HUDSON SOFT

The Pak Watch source at Hudson Soft has revealed that Super Bomberman will be the first Super NES game that allows more than two controller simultaneous action. Packaged with Super Bomberman will be the Hudson Soft Multi Tap, a controller strip that plugs into the second controller slot on the Super NES. Not only is this good news for Super Bomberman, it is also good news for all Super NES players. It's a great multi-player game that has you racing around mazes with bombs for blasting passages, uncovering items, and blowing up your enemies. Hudson told us that they will be licensing the Multi Tap specs to other game developers who are interested in creating multi player games. Already, your Pak Watcher has heard of half a dozen projects in the works. We don't need to tell you what this will mean for sports titles as well as other game genres. As multi-player fans of games like Street Fighter II already know, there's nothing better than a two-player game, unless maybe it's a four-player game.

SUPER
BOMBER
MAN
NORMAL GAME

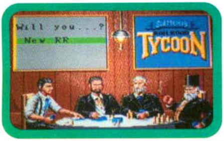


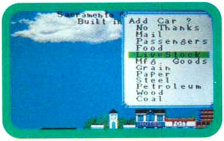


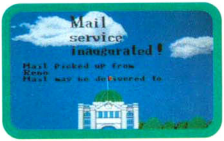
RAILROAD TYCOON

MICROPROSE

This award winning PC game from Microprose is well on its way to becoming one of the most involving Super NES titles for 1993. Imagine that you have a few million dollars and you'd like to get into the railroad business. Beginning in North America or Europe, you'll establish your own railroad, build track, operate freight and passenger services, buy and sell stocks, build industries like oil refineries and generally do everything you can think of to create an empire. What is so involving about this game is the act of juggling so many different elements as you watch your railroad expand across the country. The game map is full of information such as the location of raw materials and existing industries that require rail service. A big part of the game is getting the cargo to the right market at the right time. Microprose hopes to put this one on the rails by this Summer.







Mail service inaugurated!

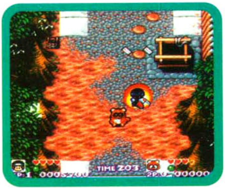
Mail picked up from Reno

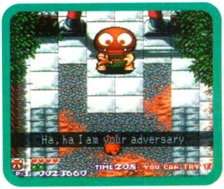
Mail may be delivered to

POCKY & ROCKY

NATSUME

Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability. The overhead view gives the game a Mystical Ninja look, but the eight-direction shooting action of the characters is much more involving than "Ninja." For one or two players this is a fast and varied play. This Pak Watcher preferred using Rocky (a raccoon) to Pocky (a little kid), mainly because Rocky looks much cooler and can become an invincible statue.



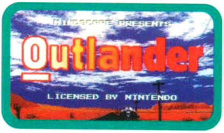


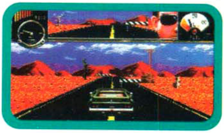
Ha, ha I am your adversary.

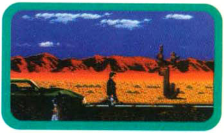
OUTLANDER

MINDSCAPE

At one time Mindscape was working on a Mad Max game, based on the movie. When the licensing deal fell through, they made a few changes and ended up with Outlander. As you might expect, Outlander features hard driving action in a post nuclear war wasteland. Most of the game involves driving and shooting at bikers and other motorists who are attacking you, but there are times when you must climb out of the car to get gas or food. You'll have to fight for these rare commodities with punks along the road. This out-of-car action is pretty stiff, but the variety is a welcome change to the long stretches of behind-the-wheel action. The early version reviewed at Pak Watch had a few bugs, but the driving sequence was fairly solid and fast with some challenging roads. Look for this game by May or June.



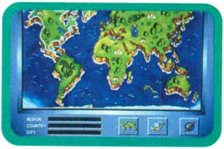


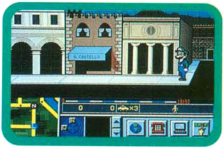


MARIO IS MISSING

THE SOFTWARE TOOLWORKS

Mario and Luigi take on a completely new role in this edutainment/exploration game from The Software Toolworks. The shots shown here are from the recently released PC version, but the Super NES and NES games are in the works for an early Summer 1993 release. This marks the first time that a license has been given by Nintendo for another company to use its most famous characters. In addition to Mario, Luigi and Yoshi and assorted Koopas also appear in the game. While searching for missing Mario, Luigi ventures to 100 famous landmarks around the globe and learns interesting facts about the history and geography of those regions. This game is a point-and-click, PC-type game all the way, although you'll find a few Koopas that you can hit for helpful items. The game is aimed at players between eight and 12 years of age, but it can be fun and informative for any age.

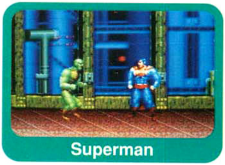




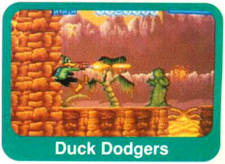
SUPERMAN

SUNSOFT

For a guy who's dead, DC Comic hero, Superman seems to be pretty active in this game. Sunsoft's Super NES game due out this Spring has the man of steel battling through eight stages to reach arch-enemy, Brainiac. In addition to flying, Superman has super heat-ray vision, a thunder punch and super spin move that wipes out all villainous scum on the screen. This is a levels and bosses action game that features several of Superman's foes in addition to Brainiac. Sunsoft also is working on a Daffy Duck game based on the classic cartoon, Duck Dodgers In The 24½th Century. Daffy must foil the insidious plots of Marvin the Martian. Although the game is still in development, Sunsoft says to look for a special cameo appearance from Porky Pig. Which brings up the question, if Porky is in a Super NES game today, can Bugs Bunny be far behind? Aero the Acrobat is a new comic video game hero developed by Sunsoft who will appear in his own game this summer. Aero is actually a bat who performs in a circus, hence the pun. Finally, a promising NES title that never made it to market has been given a breath of new life as a Super NES game called Mr. F-X-It.



Superman

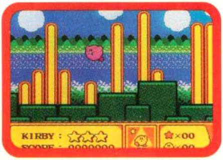


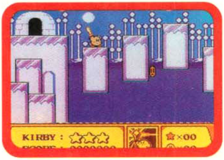
Duck Dodgers

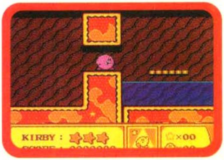
KIRBY'S ADVENTURE

NINTENDO

Kirby, that expansive little fellow from the Game Boy action hit, is coming back, but this time in a game for the NES. Kirby may look like an innocent little wind bag, but really he has great exhalations. His main weapon is to suck in his enemies. In Kirby's Adventure, there are special bonus areas besides the main action stages. In one, Kirby has an Old West showdown. This Pak Watcher was impressed by the variety of actions. Not only does Kirby expand, he can also shrink, fly, run and more!



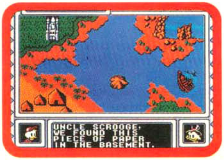




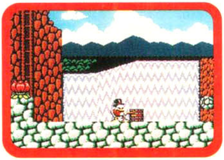
DUCK TALES 2

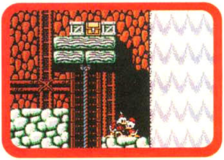
CAPCOM

Some of the best news to reach the Pak Watch desk in recent weeks was the announcement that Scrooge McDuck would soon be back for his second NES adventure from Capcom in Duck Tales 2. The new game, due out this Spring, includes Scrooge's three plucky nephews, Huey, Dewey and Louie in an adventure that spans the globe in a quest for the Lost Treasure of McDuck. They'll visit Egyptian pyramids, a Scottish castle and the Bermuda Triangle in addition to three more areas. Also on the Disney front, our Capcom sources told us that Goof Troop for the Super NES is coming this Summer.



UNCLE SCROOGE,
WE FOUND THIS
PIECE OF PAPER
IN THE BASEMENT.

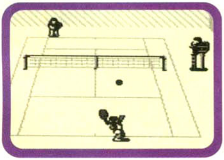


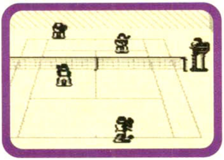


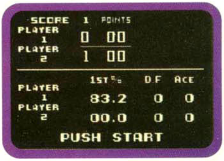
TOP RANK TENNIS

NINTENDO

Nintendo's Top Rank Tennis is the latest in the series of four-player games for Game Boy. This one features a unique ladder system of matches, similar to many real tennis tournaments. The more matches you win against higher ranked opponents, the higher your own ranking will go. After customizing your player for the type of favored stroke and foot speed, you'll choose a ranked player above you. Other options include playing doubles, either against the computer or another player in addition to the four-player option. The action is fast and surprisingly realistic. Serving is tough at first, but practice makes perfect.







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SCORE    1  POINTS
PLAYER
  1      0  00
PLAYER
  2      1  00

         1ST%   D.F  ACE
PLAYER
  1      83.2    0    0
PLAYER
  2      00.0    0    0
       PUSH START
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CES SPECIAL

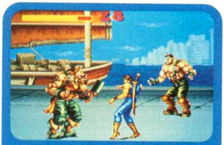
Mega Man was just one of the stars at Winter CES.

The Winter Consumer Electronics Show in Las Vegas was as big and dazzling as ever. Nintendo of America and its licensees announced more than 150 new Super NES games, 40 new NES titles, and more than 50 Game Boy games. Video game industry people from around the world attended to see what games and products would be hot over the next six months. The following report covers the highlights of what your Pak Watchers saw at the show.

Nintendo of America showcased *Star Fox*, which was first announced to the world in the January issue of *Nintendo Power*. For Super NES developers, this was the first chance to see what the Super FX chip could do. *The Legend of Zelda: Link's Awakening* for Game Boy was far and away the biggest news for the portable system while *Kirby's Adventure* and *Yoshi's Cookie* were both welcome titles for the NES.

Capcom, as always, had a bundle of hot titles, starting with *Final Fight II*. The sequel to *Final Fight* has better animation and graphics than the original and the characters have more moves like those in *Street Fighter II*. If you look closely in the background you'll even see some SFII favorites. *Goof Troop* for the Super NES looked great! The announcement that Capcom is working on an *Aladdin* game also made headlines. *Mighty Final Fight* for the NES uses smaller characters than the Super NES game, but they still have lots of moves.

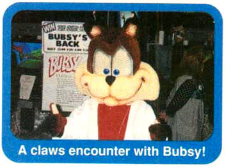
Konami's *Batman Returns* was one of the most talked about titles, but the Big K also told us that *Rocket Knight* would be coming to the Super NES soon. *Zen* and *Raging Fighter* (a Street Fighter II-type game) are on the way for Game Boy along with a game based on *Batman: The Animated Series* and *TMNT III*!



Final Fight II

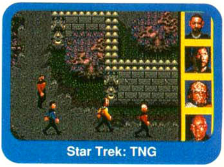
Acclaim has two football games on the way, *Super High Impact* and *NFL Quarterback Club*. The second title uses Mode 7 effects to give you a quarterback-eye-view and QB contests similar to skill contests in *NBA All-Star Challenge*. *Alien^3* for the Super NES looked like it was pulled from the movie! *T2: Judgement Day* follows every step of the movie—a first for games based on movie licenses. As a result, you'll do everything from riding a motorcycle to storming a mental hospital.

Some of the biggest news of CES came from the **Sunsoft** booth where *Taz-Mania*, *Superman*, *Daffy Duck*, and *Speedy Gonzalez* were all running rings around their foes. Sunsoft's original character *Aero the Acrobat* nearly upstaged the comic classics with stunts such as diving off of platforms into a barrel of water, being shot out of cannons and sliding down ladders. Another new character with purrsonality, **Accolade's** *Bubsy the Bobcat*, was one of the big hits of the show along with *Mick and Mack* from **Virgin Games. Lucasarts Games** was showing *Monsters* (a temporary title), which is an action game with an overhead view, great game play and a wonderfully weird sense of humor. Monsters features twists on all those old, classic monster movies like a forty-foot high baby who squirts milk at you. This Pak Watcher found it refreshing that these forward-looking companies were willing to devote extensive developmental resources to non-licensed properties, proving that the game is more important than the name. **Tradewest** and **RARE** pioneered the concept a few years ago with *Battletoads*, and their success can be measured in the anticipation for *Battletoads in Battlemaniacs*, and a new NES game, *Battletoads Double Dragon*.



A claws encounter with Bubsy!

Science fiction was the theme in a number of Super NES action/adventure games, from **ElectroBrain's** sprawling and impressive *Future Zone* to the Metroid-inspired *Super*



Star Trek: TNG

PAK WATCH REPORT

Turrican from **Seika** and *Run Saber* from **Atlus**. The biggest and most expensive license of the year went to **Ocean**, which purchased *Jurassic Park* and promptly sent a team of game developers from the UK to California to work with the studio. Sci-fi fans will also be happy to hear that **Spectrum Holobyte's** *Star Trek: The Next Generation* Super NES game is ahead of schedule while **Absolute's** *Star Trek: TNG* for Game Boy is nearly finished. There's no word yet on who will pick up *Deep Space Nine*.

Dominus

Fantasy gamers will want to take a look at **ASCII's** *Dominus* for the Super NES, in which you control an army of 500 monsters. *Final Fantasy Adventure II* for the Super NES spans an entire globe with Zelda-like adventure and RPG game play while *Final Fantasy III* follows in the RPG tradition of *Final Fantasy II*. *Seventh Saga* from **Enix** is a step up from the classic *Dragon Warrior* series. The battles are well-animated and you can see monsters in an inset screen while wandering in the overworld.

In the sports category, this was the year of football with at least 11 new grid iron games being shown. **T*HQ's** *Sports Illustrated Football/Baseball* was the most unique concept. The Pak will contain two 8 Megabit games. The long awaited word from **Tecmo** is that their Super NES football game will be out next fall. **Accolade** gave your Pak Watcher a sneak peak at *Brett Hull Hockey*, which is being developed by a bunch of hockey fanatics in Vancouver, BC. The Brett Hull team at **Radical Entertainment** is using Mode 7 effects similar to *Super Soccer*. **Tecmo**'s *Super NBA Basketball* looks and plays great. Car racing fans will have a feast of titles to choose from, led by *Top Gear 2* from **Kemco** and *F1-ROC* from **Seta**. **JVC's** *Jaguar XJ220* is in early development, but clocked in at over 300 mph. **Interplay's** *Rock & Roll Racing* is a futuristic bumper blasting racer with great music and hot, overhead-view action, not to mention cool-looking cars. *Kawasaki Caribbean Challenge* from **Gametek** is also ready for the green flag.

MONEY: $15,000
ITEM: COMMANDO
COST: $10,000
EXIT
BUY
Rock N Roll Racing

A Goomba from the Mario Movie patrols the floor.

Nintendo set up a special display of Super NES Mouse compatible games that featured, among others, *SimAnt* (**Maxis**), *Lord of the Rings* (**Interplay**), *Vegas Stakes* (**Nintendo**), *Utopia* (**Jaleco**), *Troddlers* (**Gametek**) and *Might & Magic III* (**American Sammy**, which seems to be back in business after a complete change of personnel.) **Koei's** *Pacific Theater of Operations*, a strategic simulation of World War II in the Pacific, didn't have a Mouse option (yet), but it did have incredible depth of play. *Yoshi's Cookie* for the Super NES was shown by **Bulletproof Software**. In addition to much improved graphics and sound, this 16-bit Pak scores over the NES version by having extra games designed by Alexey Pajitnov, the inventor of *Tetris*. The limited use of Nintendo characters in other companies' games, which includes **The Software Toolworks'** *Mario Is Missing*, was an historical first.

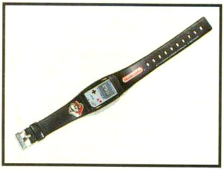
Elsewhere on the 8-bit front, **Sofel** has created an NES Snow White action game called *Happily Ever After*. **Seika's** *Turrican* is nothing like the stiff-playing Game Boy release from **Accolade**. Game Boy players can look forward to **ElectroBrain's** *The Adventures of Pinocchio*, which uses a 3-D overhead view like *Equinox*, and *Indiana Jones & the Last Crusade* from **Ubi Soft**. Ubi Soft also plans to make *Indiana Jones & the Fate of Atlantis*, which is based on a PC game.

Overall, the feeling of this Pak Watcher was that the quality of Super NES games shown at this CES improved across the board. At the same time, few of the titles were true standouts. *Star Fox* was probably the biggest hit with show goers, but *Final Fight II* might be another *Street Fighter II* when it reaches the stores. With an estimated 8 million plus Super NES units now in use, it's easy to see why developers are spending so much time making new Super NES games. *The Legend of Zelda: Link's Awakening* is really the only outstanding news for Game Boy until **Konami** comes out with its new *Batman* and *TMNT* titles in the second half of the year. As for the NES, fewer titles are being developed for the older 8-bit system, but some of those continue to be excellent games. *Battletoads Double Dragon*, *Kirby's Adventure*, *Mighty Final Fight*, *Duck Tales II*, and *Yoshi's Cookie* all look like winners. Look for more in depth coverage of these games in future Pak Watch and Nintendo Power reviews.

Battletoads Double Dragon

NINTENDO TEAMS UP WITH *Kellogg's®*

This winter you might find yourself having breakfast with Mario or Link as Nintendo teams up with Kellogg's to offer some special values to cereal lovers and Nintendo fans. On specially marked boxes of seven of Kellogg's popular cereals, you'll find Nintendo tips and special offers for limited-edition Nintendo merchandise. Look for the specially marked Kellogg's boxes now at supermarkets in your area.*



Don't be late! On large boxes of ***Kellogg's Corn Flakes****® cereal, look for an exclusive offer for a precision quartz Game Boy Watch. Save two proofs-of-purchase, fill out the form on the box, and send $1.80 to get your own personal timekeeper.*

Nin
TETRIS
3L

Look on specially marked boxes of ***Kellogg's® Double Dip Crunch®*** *for a Tetris Watch offer. It's more than just a watch! It's a totally portable video game that challenges you to stack 'em up to make tetrads. Send $6.95, a proof-of-purchase from* ***Kellogg's Double Dip Crunch****, and the order form from the box to get your Tetris Watch.*

SUPER MARIO WORLD
STRATEGY MAPS

You'll find Strategy Maps for six of Nintendo's most popular games on boxes of ***Kellogg's® Apple Jacks****® cereal. Collect winning tips for Super Mario World, The Legend of Zelda—A Link to the Past, F-Zero, Super Mario Bros. 3, Metroid II—The Return of Samus, and Kirby's Dream Land.*

Rebate Offer
Nintendo GAME BOY
GAME BOY
KIRBY'S DREAM LAND
GAME BOY
SUPER MARIO LAND

Save $10 on Game Boy hardware or $5 on Game Boy Game Paks by taking advantage of the special offer on ***Kellogg's® Frosted Bran™****. Game Paks included in the offer are Golf, Dr. Mario, Wave Race, Super Mario Land and Kirby's Dream Land. Complete details are printed on the cereal boxes.*

YOU!
YOU
M.V.P.
PRO
M.V.P.

Find three free game I.D. stickers inside specially marked boxes of ***Kellogg's® Corn Pops****® cereal. Fill in your name and put them on your Paks. You'll never mix your games up with your friends' games again! Collect all nine stickers from different* ***Kellogg's Corn Pops*** *boxes.*

FIVE
5
10
TEN

Collect Power Points from specially-marked boxes of ***Kellogg's® Frosted Mini-Wheats****® cereal and save up to $15 on selected games, including Dr. Mario, F-1 Race, Radar Mission, NCAA Basketball, Nintendo World Cup, Super Play Action Football, Metroid II—The Return of Samus, The Legend of Zelda—A Link to the Past and Yoshi for both Game Boy and the NES.*

THE WORLD OF Nintendo
WHAT A BLAST!

Save your proofs-of-purchase from boxes of ***Kellogg's® Cinnamon Mini Buns*** *to get free posters, one featuring Metroid II—The Return of Samus, the other featuring the Super NES hit, Super Mario World.*

* *Nintendo/Kellogg's promotion on U.S. packages only.*

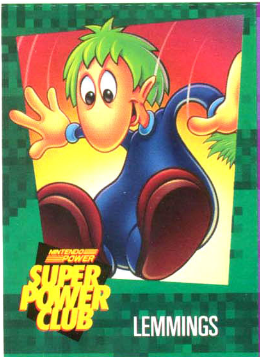
POWER CHALLENGE TRADING CARDS

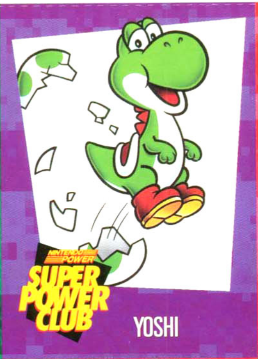
Look On Page 6 To Find This Month's Winning Trading Cards! · There's a Different Winning Series Every Month!

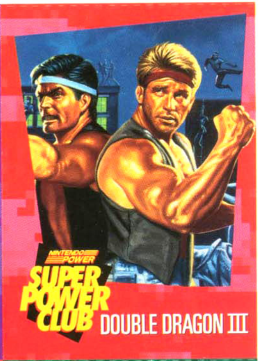
Please see the reverse side for all the details on how to win!

WIN ONE OF 500 SUPER NES GAME PAKS!

Power Challenge Trading Cards can do more than increase your library of games: they can sharpen your playing skills! Look on the back of each card to find a Power Challenge for Novice, Intermediate and Pro-level players. The Power Challenges are set by top Game Play Counselors and the Nintendo Power Staff. Go ahead, give 'em a try. They're a lot of fun!


NINTENDO POWER
SUPER POWER CLUB
LEMMINGS


NINTENDO POWER
SUPER POWER CLUB
YOSHI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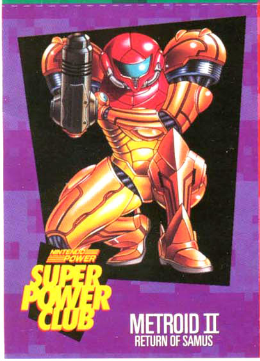
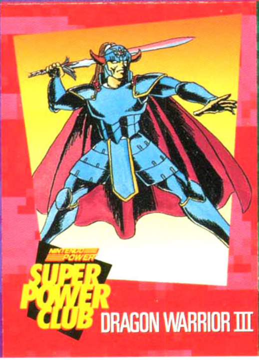
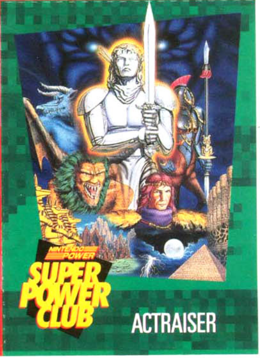
DOUBLE DRAGON III


NINTENDO POWER
SUPER POWER CLUB
METROID II
RETURN OF SAMUS


NINTENDO POWER
SUPER POWER CLUB
DRAGON WARRIOR III


NINTENDO POWER
SUPER POWER CLUB
ACTRAISER

HERE'S HOW TO WIN!

In this issue, as a Nintendo Power Super Power Club benefit, Nintendo is giving away up to 500 Super NES Game Paks** as prizes for collecting the winning combination of three Power Trading Cards. Look in the Player's Pulse section in this issue to find the winning combination of the three Power Trading Cards. If you like, you can trade cards with friends to obtain the winning combination. Or, hold the cards from this issue and combine them with cards from future issues for a chance to win!

If you collect the winning combination of three Power Trading Cards, send the following to:

Nintendo Super Power Club
P.O. Box 97044
Redmond, WA 98073-9744

1. The winning combination of 3 Trading Cards
2. Your name, address and phone number
3. Your Club Membership number, if any
4. The answer to the following question:

If Nester can crack 15 jokes per hour, how many can he crack in 20 minutes?

Entries must be postmarked no later than April 14, 1993, and must be received by Nintendo no later than April 26, 1993. Nintendo is not responsible for lost, late, misdirected, incomplete or illegible entries.

No purchase necessary. Residents of the U.S. and Canada (excluding Quebec) can participate. Employees and immediate families of Nintendo, its affiliates and agents are not eligible to participate. Any Trading Cards that are reproduced, tampered with, altered, or modified or changed in any way, or contain printing, typographical, mechanical, or other errors, or that are obtained through unauthorized channels, are void. Void where prohibited by law, where taxed, or where restricted. To receive a free set of numbered **Mock** Trading Cards by mail, send a self-addressed, stamped legal size envelope, including a hand-written request to the address listed above. Limit one set of Mock Trading Cards per household. **The Mock Trading Cards will not be the same as the Trading Cards shown below. The Mock Trading Cards will contain a "Power Card #" but will be a blank card stamped "Mock Trading Card/Contest Use Only."** No transfer, substitution or cash alternative will be allowed for any prize. All entries become property of Nintendo. Approximate retail value of a Super NES Game Pak is $50, the combined retail value of 500 Super NES Game Paks is $25,000. All prizes may not be awarded; actual number of prizes awarded based on actual number of winning entries received. Total of Trading Cards for distribution is 4,800,000. Odds of winning are 1 in 1,600. Winners will be notified by mail no later than June 1, 1993. Winners are responsible for all applicable taxes. For a list of winners, available after contest ends, send a self-addressed, stamped legal size envelope, including a hand-printed request to the address listed above.

**The Game Pak will be a Super NES title that may have been used in a Nintendo display at a retail outlet; Game Pak may say "Demo-Not For Resale." Nintendo guarantees that the Game Pak will be in proper working order. The Game Pak title will be chosen by the Nintendo Power staff.

POWER CARD #19

DOUBLE DRAGON III™

DESCRIPTION *This is NES street fighting at its best! One or two players mix it up with the world's roughest brawlers in a five-level quest that goes around the globe!*

CHALLENGE *See if you can complete the first level without losing a life or-*

Novice: *Using any weapons*
Intermediate: *Using the Cyclone Spin Kick*
Pro: *Using any move other than punching*

SYSTEM: *NES*
GAME TYPE: *Street Fighting*
# OF PLAYERS: *2*
RELEASED: *2/92*
COMPANY: *Acclaim*

© 1990 Technos Japan Corp.

POWER CARD #4

YOSHI™

DESCRIPTION *The mega-popular dinosaur from Super Mario World gets his own puzzle game! Shuffle the pillars of baddies back and forth to capture them in Yoshi's eggs!*

CHALLENGE *How long will it take you to score 30,000 points?*

Novice: *25 minutes*
Intermediate: *20 minutes*
Pro: *15 minutes*

SYSTEM: *Game Boy*
GAME TYPE: *Puzzle Action*
# OF PLAYERS: *2*
RELEASED: *7/92*
COMPANY: *Nintendo*

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POWER CARD #13

LEMMINGS™

DESCRIPTION *Those adorable Lemmings will jump off a cliff if you don't do something to stop them! Give each Lemming a special ability to guide the rest to safety in the mega-hit PC puzzle game that is now available for your Super NES!*

CHALLENGE *Here's the password to the Sunsoft levels: KCGHCNC. Try to make it through all five stages, self-destructing no more than-*

Novice: *Two times*
Intermediate: *One time*
Pro: *Zero times*

SYSTEM: *Super NES*
GAME TYPE: *Puzzle Action*
# OF PLAYERS: *2*
RELEASED: *3/92*
COMPANY: *Sunsoft*

© 1991,1992 Psygnosis Ltd. © 1992 Sunsoft

POWER CARD #9

ACTRAISER™

DESCRIPTION *Your mission is to restore peace to 6 lands in this epic adventure! Slash your way through the intense action levels and use your best strategies in the simulation segments to rebuild thriving towns!*

CHALLENGE *Try to finish the game at level-*

Novice: *Fourteen*
Intermediate: *Twelve*
Pro: *Ten*

SYSTEM: *Super NES*
GAME TYPE: *Epic Adventure*
# OF PLAYERS: *1*
RELEASED: *11/91*
COMPANY: *Enix*

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POWER CARD #10

DRAGON WARRIOR III™

DESCRIPTION *You and three companions are on a quest to destroy the evil Zoma in this epic RPG! Travel by land, sea and air as you search through two separate worlds to end the evil scourge that rules the land!*

CHALLENGE *Try getting to the first key with these followers-*

Novice: *Three pilgrims*
Intermediate: *One fighter and two merchants*
Pro: *Three goof-offs*

SYSTEM: *NES*
GAME TYPE: *Role Playing Adventure*
# OF PLAYERS: *1*
RELEASED: *3/92*
COMPANY: *Enix*

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POWER CARD #2

METROID II
RETURN OF SAMUS™

DESCRIPTION *Samus Aran returns for a great Game Boy science fiction adventure! Join her as she descends into the depths of Planet SR-388 to destroy the Metroid plague once and for all!*

CHALLENGE *How far can you get in the game without using your laser gun?*

Novice: *Destroy the first 5 Metroids (phases 1-2)*
Intermediate: *Destroy the first 21 Metroids (phases 3-4)*
Pro: *Destroy the first 39 Metroids (phases 5-8)*

SYSTEM: *Game Boy*
GAME TYPE: *Sci-Fi Adventure*
# OF PLAYERS: *1*
RELEASED: *11/91*
COMPANY: *Nintendo*

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BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 37 (June '92): **Lemmings (NES), Dragonstrike, Stanley: Search for Dr. Livingston, Arcana, Krusty's Fun House, Top Gear, F1 ROC.**

Volume 38 (July '92): **Panic Restaurant, Gold Medal Challenge, Might & Magic, Toxic Crusaders, Street Fighter II, NCAA Basketball.**

Volume 39 (August '92): **Gargoyles' Quest II, Casino Kid 2, Contra Force, Kirby's Dream Land, TMNT IV, Wings 2, Mario Paint.**

Volume 40 (Sept. '92): **Little Samson, Prince of Persia, Felix The Cat, Dino City, Soul Blazer, Monopoly, Super Bowling.**

Volume 41 (Oct. '92): **Adventure Island 3, Power Blade 2, Super Mario Kart, The Simpson's: Bart's Nightmare, Out Of This World, Super Play Action Football.**

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Volume 43 (Dec. '92): **Road Runner's Death Valley Rally, Spider-Man & the X-Men in Arcade's Revenge, Push-Over, Desert Strike, Batman Returns (NES), James Bond Jr., Tecmo NBA Basketball, Super Mario Land 2–6 Golden Coins, Bonk's Adventure, Looney Tunes.**

Volume 44 (Jan. '93): **Magical Quest Starring Mickey Mouse, Sonic Blast Man, Mega Man V, Equinox, R.C. Pro-Am, The Jetsons, Incredible Crash Test Dummies, Mega Man III (Game Boy).**

Volume 45 (Feb. '93): **Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Alien 3 (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).**

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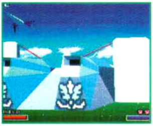
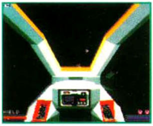
NEXT ISSUE

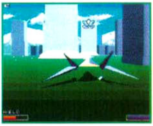
COMING NEXT MONTH IN VOLUME 47

STAR FOX

The Super FX chip is here and Star Fox has it. Fast action and incredible graphics make this game a winner! Our feature will cover playing tips and tactics from the pros.







KID DRACULA

Unlike the pale Transylvanians you are accustomed to, Kid Dracula is on the good guys' team. Check out this light-hearted game with big, comic style graphics and eight stages.

PUSH START
KID DRACULA
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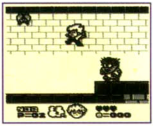
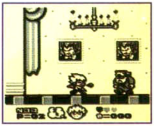
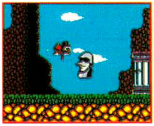


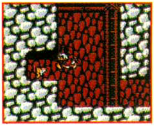


DUCK TALES 2

Flintheart Glomgold is on the loose! Capcom has called Uncle Scrooge into action again. The first Duck Tales adventure proved to be a big hit. Part 2 should be more of the same.

Disney's
DuckTales 2
PRESS START

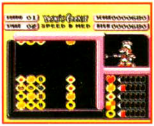


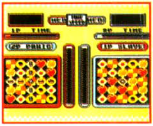


YOSHI'S COOKIE

As Mario works his cookie press, you must frantically work to get rid of all the extra cookies. Watch for the wild Yoshi cookies to help you out in the newest Tetris-like puzzle game.

YOSHI'S COOKIE
VS





It's the difference between looking at a picture and being there. It's our exclusive Super FX™ chip, and it takes the Super NES™ beyond anything you ever imagined. To new realism. To new dimensions. And Super FX technology is easy to get into, because it's built-in. No accessories, no upgrades. Star Fox™ will be your first look at this amazing step forward in technology, value and fun. It's just the beginning.